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[illegible]

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Swanks, surgery and babies beyond compare await in Dark Wizard. Page 32



Hit the woods with the Berenstein Bears. Page 112



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Power up more hardware and more players. Plug into the pure power of a new Sega Power Slip and Team Player.

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Ecco is back. This time he's riding the Tides of Time. Page 60

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Eternal Champions (RAC) _____ *Sub-Terrania* (STC) _____ *Gunstar Heroes* (GHC) _____ *Sonic Spinball* (SSB) _____ *Chaman the Forever Man* (CFM) _____
Shinobi II: Return of the Ninja Master (SRN) _____ *Dr. Robotnik's Mean Bean Machine* (DRM) _____ *The Ren & Stimpys Show* presents *Stimpys' Invention* (OSI)

ALL REQUESTS MUST BE POSTMARKED BY OCTOBER 15, 1994

Please allow approximately 3 to 4 weeks to delivery. Offer valid at participating retailers only. Offer requires two (2) valid receipts (RAC and STC) and two (2) valid receipts (GHC and SSB) and two (2) valid receipts (CFM and SRN). Offer requires two (2) valid receipts (DRM and OSI) and two (2) valid receipts (OSI and SRN).

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Say What?

Overheard at Sega

New Sonic Game to Feature Revolutionary Technology



Look, just because we work for Sega doesn't mean we know everything! But we do know that when Sonic and Knuckles ships for the Genesis this fall, it's gonna change the way you look at video games.

Details on Sonic's latest adventure are being jealously guarded by Sega's product

development and marketing hoods, but a few intriguing facts have slipped into the rumor mill over the last few weeks.

First, since Sonic and Knuckles will be backward compatible with Sonic 2 and Sonic 3, backward compatible?

Well, your guess is as good as ours, but it's safe to say that Sonic is gonna rock your Genesis like he's never done before (and that's saying something). Look for the total scoop in the next issue of Sega Visions.

Your Favorite Genesis Games Available Anytime, All the Time!

New Technology Lets Video Stores Burn Sega Games on the Spot!

If you're one of those disgruntled gamers who've had a hard time reserving a copy of Sonic 3 or NBA Action '94 at the rental outlets, take heart. A revolutionary new rental system is coming to video stores that will burn cartridges of Sega titles on the spot, eliminating those soul-wrenching situations when a popular title is out of stock.

And that means your favorite rental store could have your favorite Genesis title available WHENEVER you want it!

Sega of America and Newline Entertainment — a joint venture between Blockbuster and IBM — announced plans to test a new entertainment-software electronic-delivery system in several Blockbuster Video stores this summer. If the test is successful, it could be big news for gamers.

The system permits video games to be stored electronically at stores and downloaded to reprogrammable video game cartridges. Once a game has been programmed onto a cartridge, it

looks and plays just like a standard video game cartridge. The blank cartridges can be reprogrammed an unlimited number of times, allowing retailers to customize their inventory of rental titles to meet demand.

The system was jointly developed by Newline and its sister company, Fairway Technologies.

"Game rental has become an increasingly important market segment, with estimates at about \$4.5 billion a year industrywide," says Tom Kallniko, president and CEO of Sega of America. "But with nearly 1,000 great Genesis and Game Gear software titles available, it's tough keeping an inventory broad and deep enough to satisfy peak demand. This system ensures that every customer will be a satisfied customer."

According to Steve Bernard, Blockbuster Entertainment president and COO, the system will be utilized to all retailers after the market test.



Behind the Scenes At Sega

How Insider Book Gives Gamers The Ultimate Scoop on Video Game Creation



Ever wonder just how the folks at Sega cram so much sound, graphics, animation, and general excitement into those little carts? Now you can get the behind-the-scenes scoop on how your favorite video games were created from a guy who's been in the middle of the Sega revolution for years.

Behind the Scenes at Sega, by Nicholas Lacroix, is currently hitting the shelves. It's published by Prima Publishing, which has made its name with great strategy guides and inside stories on video and computer games.

Longtime Sega gamers are already familiar with Nic's writing and will remember him as the editor in chief of Sega Visions. Nic left that post earlier this year to create a new Acquisitions group at Sega, charged with finding the best games on other platforms and bringing them to Genesis, Sega CD, and the hot new Genesis 32X.

In his new book, Nic takes us from the early days of video gaming through the creation of such modern masterpieces as Aladdin and Jurassic Park CD, giving us a rare look at how games are planned and designed, how characters and backgrounds are designed and animated, and how music and sound effects are integrated into the entire experience.

Anybody who's ever wondered how games are designed and created may want to check it out. Look for Behind the Scenes at Sega at your favorite bookstore or wherever Sega games are sold. For more information, call Prima Publishing at (916) 632-4400.

Sega Sponsors Hit Show "Ghostwriter"

Sega of America and the Sega Foundation signed on as new corporate underwriters of "Ghostwriter," the highest-rated PBS program for school-aged kids. "Ghostwriter" is a multimedia mystery show that promotes literacy by making the printed word exciting and relevant.

"We are thankful to Sega for helping us bring a new season of 'Ghostwriter' to children," says David V.B. Brit, president and CEO of the Children's Television Workshop. "Research indicates that 'Ghostwriter' motivates children to read and to write, and Sega's support will help 'Ghostwriter' continue to achieve this goal," he added.

"Ghostwriter" is a multimedia heritage is a perfect fit with our company's belief in the power of interactive media. The successful blend of education and entertainment makes us proud to be its primary corporate sponsor," says Tom Kalnise, president and CEO of Sega of America. "This sponsorship, along with the efforts we have put into children's health and

education issues through the Sega Foundation, reflects our commitment to giving back to the children who play a large part in our success."

The new season of "Ghostwriter" will kick off with a half-hour special on Sunday, September 18, at 6:30 p.m. (check local listings). In addition to "Ghostwriter's" successful weekly Sunday time slot, the series will air along with "Bill Nye, the Science Guy" and "Where in the World Is Carmen Sandiego" as PBS premieres a new 90-minute after-school programming block later this fall.

The Sega Foundation was created out of concern for the lifelong well-being of children and a commitment to help young people face the challenges of their generation. "Ghostwriter" is the latest in a series of educational projects the foundation has supported, including Teach For America and A Better Chance — Sega Scholars Program.



TAZ Celebrates 40th Birthday with Sega

It's hard to believe, but that whirling Tasmanian devil TAZ is actually hitting the big Four-Oh. And Sega is teaming up with Warner Bros., Cherry Coke, Six Flags amusement parks, and the Fox Kids Network to throw a nationwide party.

The Cherry Coke Van will be touring the nation (see inset), serving up Cherry Coke and free test drives of Sega's new smash game TAZ in Escape from Maus. Look for the vans in August and September.

Six Flags will be hosting special events at its parks in Atlanta, Chicago, Dallas, Houston, Los Angeles, New Jersey, and St. Louis. Your favorite Looney Tunes characters will be making a guest appearance, along with the Cherry Coke Van. Preview game stations will feature TAZ's new Sega game. The party is running in August and September.

The Fox Kids Network will be hosting a "Watch and Win" sweepstakes and featuring TAZ in its September/October magazine. Look for special on-air appearances in August and September.

And don't forget to read more about TAZ in Escape from Maus on pages 86 and 91 in this issue.

The Cherry Coke Van will be giving gamers a chance to try out TAZ in Escape from Maus in the following cities:

Atlanta	New Orleans
Baltimore	New York
Washington DC	Norfolk/Richmond
Boston	Philadelphia
Chicago	Phoenix
Dallas	Portland
Grand Rapids/Lansing	Salt Lake City
Kalamazoo	San Francisco/Oakland
Indianapolis	Seattle
Louisville	Syracuse/Albany
Memphis	
Miami	

Sega Launches Affiliate Label Program with Rocket Science

Sega will distribute PC CD-ROM games, along with Sega CD and Genesis 32X CD titles.

Sega of America announced it will be the North American distributor for Rocket Science Games' IBM-PC, Sega CD, and Genesis 32X CD video games. With this relationship, Rocket Science becomes Sega of America's first affiliate label. This deal marks Sega's entry into the fast-growing PC CD-ROM market.

Rocket Science, located in Palo Alto, California, is a hot new game developer that intends to become the premium brand in the interactive entertainment industry. Sega Visions takes a first look at the company's new titles on page 16. Rocket Science is developing games for the IBM PC, the Sega CD, the recently announced Genesis 32X CD system, and future CD-ROM platforms and cable set-up boxes.

"There's no one better to distribute Sega titles than Sega itself," says Steven Blank, Rocket Science's CEO. "And with Sega's entry into PC game distribution, we think they can bring the same sales and marketing skills to this new market."

"We're excited to have Rocket Science sign on to be our first affiliate label company," said Paul Rious, executive vice president of Sega of America. "We believe Rocket Science games will deliver the best of interactive entertainment to the PC CD-ROM market and give us the must-have game play we need to forge this new channel of distribution for Sega."



Sega Unveils New Game Showcase

Disney's Innovations Pavilion at Epcot 94

Hey, you just beat some of Sega's newest games. Whatta ya gonna do? Why go to Walt Disney World...and try out some even newer Sega games.

Sega of America, Inc. announced its three-year commitment to "Innovations," Epcot 94's permanent showcase for the emerging products of industry and technology.

The 10,000-square-foot exhibit, the largest dedicated space at Innovations, opened July 1 and will allow visitors to preview the near future of interactive entertainment.

The exhibit features over 150 free Genesis, Sega CD, and Game Gear game play stations with the hottest new software titles. Visitors will be able to mingle with Sonic and test the newest game titles while previewing the latest arcade games and home entertainment technology.

The exhibit is divided into five environments: Action/Adventure, Sports, Family and Kids, Future, and Arcade. Each area features video games, graphics, lights, music, and theme design elements that enhance the interactive experience.

In the center of the exhibit is an Arcade that features two of the latest arcade games incorporating state-of-the-art technology: Virtua Formula racing and the AS-1. Virtua Formula racing incorporates the newest polygon-graphics technology and offers a realistic pro-racing simulation as guests drive a full-motion replica of Formula One race cars. The AS-1 invites guests to board a three-axis simulator and compete against each other in a dynamic game of motion, sight, and sound.

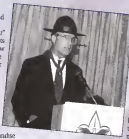


Sega President Named

"Good Scout Of the Year"

Tom Kalinske, Sega of America's president and CEO, was given the "Good Scout of the Year" Award by the Boy Scouts of America, Greater New York Councils. Kalinske was awarded the honor at the second annual Toy Industry Luncheon in New York by co-chairman Alan Fine, senior vice president of Kid Bee Toy Stores, and John Sullivan, vice president/divisional merchandise manager of Toys R Us.

"The Toy Industry Luncheon honors an industry and community leader who lives his life in the manner of the Scout Oath and Scout



Law," said Patrick Stahlin, development officer of the Boy Scouts of America, Greater New York Councils. "That man is Tom Kalinske."

"I am proud to receive this award and to be associated with the Boy Scouts organization," said Kalinske. "As a former Boy Scout, I believe the key values instilled by the Scouts in young men are the corner-

stones for success as adults, community leaders, and business executives. I am grateful to the Boy Scouts for having provided me with so many valuable tools at a young age."

SEGA VISIONS

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Game Consultants	The Four Foks of Consumer Services
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Yo Sega!

Got an Opinion?

Let us know what's on your mind!

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32-Bit Future Is Now

Yo Sega!

My friend told me about a new system due out in a couple of years called Saturn. It has 32 bits and plays CD games. Is this true? If so, could you write an article in the next Sega Visions about it.

J.P., Hampton, VA

Sega of America hasn't announced the release of Saturn yet, but watch these pages for the official news. You don't have to wait for arcade-quality 32-bit gaming, though, since Sega is launching the revolutionary Genesis 32X this fall. The system will convert your existing Genesis to a 32-bit powerhouse for about \$148. Get the complete scoop, starting on page 12.

The Good, the Bad, And The Echidna

Yo Sega!

I was just wondering...is Knuckles a bad echidna or a good echidna?

S.H., Bothell, WA

Well, we'll probably find out in the all-new adventure Sonic and Knuckles, coming this fall from Sega. Look for complete coverage in the next issue.

Dear Sega!

My name is Timmy. I am four years old this is my very first letter I have written in my life. Please put my envelope in your magazine. I love it very much. I just learn how to spell.

Your Pal
T.L., Calumet, IL, CA
P.S. I am from my mom's stomach.
P.S.S. I have been a good boy all yer.

Recognizing the Best

Yo Sega!

I think you should include a section in your magazine annually that tells about the best games of the year and honorable mentions. You should have several categories too.

W.P., Chantilly, VA

Sega annually recognizes the best titles published by third parties (game publishers other than Sega), and Sega Visions runs complete coverage of the awards. Check out the April/May 1994 issue (page 103) for the most recent roundup.

Hunger for Younger Games

Yo Sega!

Are you ever going to put out games for preschool through second-grade children? My little brother is always wanting to play his older brother's games.

N.S., Cogan Station, PA

Sega is producing a lot of titles for younger gamers, and there have even been rumors of a special kids' version of the Genesis. Check out the VixiKidz section (page 108) and the Sega Toys article (page 26) in this issue to find out about all the great new releases for preschoolers and younger players.



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Too Hip to Quit

Yo Segal

My sister says I will get hipmimized if I play anymore.

D.H., Archdale, NC

Hip-waited? Yes, that sounds right. Sega does that to people.

Phone In Your Game

Yo Segal

When I got my Sega Genesis back in 1990, the back of an enclosed poster showed Genesis accessories. One was called the Telogenisis, which allowed you to play an opponent from all the way across town. Since then I've never seen it in any stores—I was wondering what happened to the product and how I might get my hands on one.

C.M., Rancho Murieta, CA

There's very big news in store for Genesis owners who are interested in talking on other players' head to head via modem. Check out the October/November issue of Sega Visions for the complete story.

The HeartBeat Goes On

Yo Segal

I read in your October/November 1995 issue that a new Genesis HeartBeat system would be coming out. I have a normal Genesis, but I'd like to use the HeartBeat system. However, I'm not prepared to spend another bundle of money on a new Genesis. I would like to know if you could buy the connections and game separately and hook it up to the normal Genesis?

C.S., Highland Park, NJ

HeartBeat has systems that connect to your Genesis, as well as a stand-alone console. Watch for an update on HeartBeat hardware and software in a future issue.

It's What Separates Us From the Animals

Yo Segal

My brother uses his fingers to push the buttons on the Sega controller. I use my thumbs. What was it originally made for?

N.B., Boothbay, ME

It's an opposable digit made for picking things up.



The Genesis Brings Home Arcade

And It Costs Less Than \$150

The whole world is waiting for the 32-bit revolution to come home. Licking for more power now. Right now. Sure, a few systems are already out there — IF you have megabucks to spend — and IF you don't mind waiting for titles you can play on your pricey new investment.

On the other hand, there are high-end platforms that haven't been released yet — like Sega Saturn. So you could just wait.

Or, you can have it all NOW! The full-tilt, top-of-the-line, true 32-bit arcade experience, way better than the competition, for a phenomenal price of less than \$150! You don't have to wait, you don't have to give up your current machine, and you don't have to abandon your library of games.

The Genesis 32X plugs right into your Genesis cart slot. The result is an all-new component that actually uses the architecture of your Genesis and transforms it into a powerhouse state-of-the-art 32-bit arcade machine.

What Makes It a 32-Bit Machine?

A "bit" of a refresher: A bit is a unit of information and the basis of all computer and video games. *Bit* capacity refers to the number of bits that a computer's central processor can handle at one time. The more bits a processor can handle, the faster it can move images around the screen. The Genesis 32X can handle 32 bits of information at one time. (In case you're wondering, the average game cart for the 32X will be between 16 and 24 megabits and will cost about the same as today's cartridges.)

Super Games at Super Speed

The distinction of the Genesis 32X is really its extraordinary speed. It's about 40 times the speed of the Genesis, in terms of polygon-handling capabilities and video processing. At any time, the Genesis 32X can process 4 times as much screen information as 16-bit machines can. It's this accelerated processing speed that enables the Genesis 32X to scale and rotate images. The result makes seamless, detailed 3-D images and unrealistic game play possible.

The Genesis 32X has two 32-bit processors. It's the first game machine to be engineered with two RISC microprocessors incorporating the Hitachi SH2 chips, and a video digital processor (VDP) chip. The



Shadow of Atlantis™ CD



Genesis 32X -Quality Game Play

deal Hitachi SH2 RISCs handle the high-speed maths required to bring humongous amounts of polygons (as in 50,000-polygon-per-second humongous), incredible ever-changing 3-D

perspectives, texture mapping, and enhanced scaling and rotation to the Genesis 32X. The VDP chip adds to the power, allowing the Genesis 32X to display coin-op-quality visuals.

And that's not all. The Genesis 32X does everything for the Sega CD that it does for the Genesis. It enables all the same features—enhanced visuals, speed, and the rest—than it provides on the Genesis. Add the massive memory capacity of the Sega CD, and the Genesis 32X brings arcade-quality game play right into your home.

More Sound And Color

A new sound chip pumps up the Genesis's audio capabilities significantly: audio mixing with Genesis sound, stereo, and digital audio with programmable sample rates.

Also included in the Genesis 32X are work-horse RAM (4 additional megabits) and communications chips.

The color palette has been boosted from 64 — are you sitting down? — to 32,768 colors simultaneously onscreen, allowing head-spinning high-color definition. The increased colors help to produce Video Home Standard (VHS) quality images.

More Games at Launch

You can even play your regular Genesis games and Sega CD games while the Genesis 32X is connected, no problem. But when you decide to play games designed to take advantage of the Genesis 32X, one thing is absolutely certain—you're gonna have a large selection of hot titles to choose from. Because when the video game industry's leading software publishers are planning games for the Genesis 32X—you KNOW the coin-op game experience has come home.

By the end of this year you could be playing arcade-perfect versions of mind-blowing games like *Virtua Racing™ Deluxe*, *Star Wars™ Arcade®*, or *Cyber Troops™*. Or any one of the other totally sensational Genesis 32X games available at launch. That is of course, unless you want to wait.

Leading Software Publishers Support 32X

The publishers developing for the Genesis 32X are among the who's who in the software business. They're prominent companies like Absolute, Accolade, Accolade, Activision, American Software Toolworks, American Technos, Atlas Software, Capcom, Capitol Multimedia, Core Design, Crystal Dynamics, Domark, GameTek, Hi Tech Entertainment, Interplay Productions, JVC Musical Industries, Konami, Playmates Interactive, Sony Imagesoft, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai, and Virgin Interactive. Just to name a few.



Sizzling New Games

Here's just a sampling of the super-smash hit titles available this fall for the Genesis 32X. Games like *Fahrenheit™* CD, *Stellar Assault™* and *Doom™* are going blow your socks right off — and these don't even include all the hot new titles being produced by the third-party publishers. As a matter of fact, approximately 60 new games will ship by the first of next year. So have a look at just some of the Genesis 32X titles ready to launch you into the ultimate 32-bit arcade-gaming experience.

Midnight Raiders™ CD

Live-action Tri-Video™ puts you in the cockpit for the ride of your life in an Apache Attack helicopter. Your mission is to fly under the cover of night and rescue a kidnapped government official. It's a power-packed Adventure game, an Aerial Combat game, and a Fighting game rolled into one, for an intense, super-real experience.

Stellar Assault™

Here's a game with all the fast-flying, 3-D high action of the best space-shooting arcade games, plus all the options that both beginner and expert fliers demand. The incredible from-the-cockpit perspective gives gamers a unique first-person view. Fly your nimble craft into combat with full control of speed and direction. Learn from your mistakes by replaying your entire game from almost any perspective.



Super Afterburner™

Your heart skips a beat and you feel the Gs as you find yourself in the cockpit of an F-15. All the graphics, blood-pumping action, and sky-ripping sound of the arcade game are here. The enemy aircraft look and act like the real thing. The antiaircraft missiles look real. The instrument panel looks real. You'll also find that the earth looks too real as you spin towards it in a crash...at which point you may just wish we'd added a real ejection button.

Golf Magazine® Presents 36 Great Holes Starring Fred Couples

Sega Sports™ and *Golf Magazine* link up for 36 famous holes! Also invited are Fred Couples and Payne Stewart! Play spectacular US golf holes with them, or just take their advice in tournament, exhibition, medal, or match play. Skins game too. The fairways are so realistic that you can almost smell the freshly mowed green. From the ponds to the rough, the 32-bit graphics make all the elements appear in vivid detail and color.

Cyber Brawl™

This is it: the ultimate in-your-face, smash-orama Fighting game players have been waiting for. And the Genesis 32X makes it all possible — views of explosive attacks and acrobatic maneuvers. Check out the unbelievable perspective as you grab your opponent and hurl him through the air. Be prepared to duck as chunks of damaged armor come flying to the screen with eye-blinking realism.



Virtua Racing™ Deluxe

So you think you know racing? Start your engines and put on your gloves. With dazzling polygon-based graphics, this instant classic puts you in the driver's seat. The sensation of screaming around in one of three different Formula One race cars on one of six tracks is so real, you'll be reaching for your seat belt. It looks and races just like the arcade version, with graphics moving twice as fast as in the first *Virtua Racing* game on Genesis. You get four points of views that you can change anytime during the race, smooth controls, and white-knuckle realism that'll have you swearing bullets.

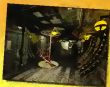


for the Genesis 32X



Fahrenheit™ CD

Fire roars out the windows. Glass explodes from the intensity of the heat. Smoke is everywhere, and you're in the middle of the action. It's the red-hot realism of Tri-Video™ plus the Genesis 32X, and you're the firefighter. It's up to you to rescue the unconscious people inside and to extinguish the hungry flames. Put on your helmet and brave the inferno.



Shadow of Atlantis™ CD

An incredible underwater adventure! Something evil has inhabited the ruins of Atlantis, and the fate of the world and humanity rests solely in your hands. You navigate the submarine *Nautilus* through the mysterious city to find and destroy the horrendous Kraken. The graphics are so real, you'd better hope that you don't get seasick as you maneuver your sub along the ocean floor. The spooky CD-quality sound effects are so convincing that you'd better hope you don't become claustrophobic either.

Tempo™

Tempo is a hip-hop grasshopper with an attitude. His peaceful life on Planet Rhythma is suddenly shaken when the vile space octopus King Azolos brainwashes his insect friends. Now Tempo must battle the evil King and his horrible hordes. Tempo has hot moves and hot music (music is his life!). This game is packed with CD-quality sound ranging from jazz and lullabies to electric, brass, and topical.



Star Wars® Arcade

Will Luke, Han, and the rest of the Rebel Alliance defeat the evil Empire and the dark side? You decide as you pilot your X-wing fighter on the fastest-paced flying adventure ever. You'll tear through space as textured, polygon-based graphics explode across the screen in mind-numbing intergalactic action.

Super Motocross™

Super Motocross on Genesis 32X has all the elements of real dirt-bike racing: the dust in your eyes, the mud in your hair. Gut-wrenching 3-D graphics let you see your way through obstacles from two perspectives — one from the driver's point of view, the other from slightly above. It's packed with revved-up realistic action on three classes of motorcycles and 15 spine-jarring courses!



Doom™

This hot trife is based on the wickedly popular PC game. You're a tougher-than-nails marine biding time at an outpost on Mars. When an interdimensional space travel experiment goes wrong, it unleashes thousands of unspeakably evil monsters into your world. You're the only one who can save the universe from their horror. With graphics like you've never experienced, it's a horrifyingly realistic 3-D nightmare.



sega GAME Feature

SEGA CD



LOADSTAR



Every ship and system in Loadstar: The Legend of Telly Radden is first engineered for accuracy and mechanical validity. On Sega CD and Sega CD 32X, this title will put you in orbit.

PC gamers can look for the CD-ROM version this fall, distributed by Sega.



Hot New Developer Sets Sights on Sega CD

Making Game Design Look Like Rocket Science

In an unassuming brick building in Berkeley, California, video game history is being made by an unusual collection of...well...Rocket Scientists.

Rocket Science is a unique development company that's looking to define the next generation of video games and interactive entertainment. Combining the hottest talent from Hollywood's major movie studios, Silicon Valley's top computer firms, the nation's leading game companies, and spectacular special-effects houses like Industrial Light & Magic, Rocket Science is building games like you've never seen.



Traditional rail animation is one of many ways Rocket Science brings games to life.

many Sega CD games), said Rocket Science is more like a movie special-effects house than a traditional video game developer.

To create the games it will launch this fall, Rocket Science has recruited key talent from Industrial Light & Magic, Amblin Entertainment, LucasArts Games, Marvel Comics, General Magic, Apple Computer, and SuperMac technology. This creative fusion is evident the moment you walk into the Rocket Science Studios.



Loadstar special-effects artists are conceptualizing on the earliest prototypes (which means they've created a lot of ways for you to blow up).

The Best Of All Worlds

"A lot of the same skills that go into making a science-fiction movie go into making a Rocket Science game," says Peter Barrett, the company's co-founder and executive vice president. Barrett, who created Cinepak (the compression technology used on



Combining graphical images with advanced special-effects technology, Rocket Science is creating exciting new games.



Several layers of complex special effects go into each action shot.

Bigger, Better Bangs

"There are so many ways to make things look real, and we're inventing new ones," said Barrett, pointing out how Rocket Science's team approaches video images. The team uses actual props, computer-generated models, traditional matte paintings and cell animations, advanced morphing technology, and a proprietary trick or two to create the sort of special-effects realism you'd expect from a major motion picture...only it's interactive.

As an example, Executive Producer Mark Mullen showed a single explosion scene that combined more than 25 layers of visual effects. The painstakingly detailed scene (which lasts only seconds) makes the game experience incredibly real.

New Games Coming Soon

Leadstar: The Legend of Tilly Bodine will be Rocket Science's first release. Created by Ben Cobb (whose movie credits include *Alien*, *The Last Starfighter*, and *Conan: The Barbarian*) and starring Ned Beatty, this futuristic Action game casts you as a truck

driver on the moon, hauling a load of genetically engineered carnies. This will be followed closely by *Cadillac and Dinosaurs*, an action-packed eco-fable set in a future where dinosaurs and desperados rule the land. The team is also working on *Darbnade*, a Puzzle/Action game that revolves around Dr. Moriarty "trying to fry Sherlock Holmes's head."

"From day one, this technology was designed to work on Sega CD," said Barrett, pointing out that the 60-frames-per-second animation and proprietary Rocket Visions technology will give gamers a visual feast. The nature of the technology makes it easy to cross platforms, he said, and noted that the company already has plans for the Sega CD 32X. "It will look outrageous on the 32X in true color," he says.



David Nakabayashi is working on *Darbnade*, a turn-of-the-century virtual-reality game described as "false Solovky meets a roller coaster meets miniature golf in hell."



When *Cadillac and Dinosaurs* (seen here in early screen test) comes out this fall, it will feature 2-D objects in a 3-D world. The result will be an interactive, multipane comic book that gives gamers onscreen action.



sega GENESIS

GAME Feature

Super Street Fighter II

Head to Head with the New Challengers

So You Want Features?

Super Street Fighter II has got 'em. Check out this impressive list of Genesis features:

- ✓ 40 megs of game. The SNES limps in with only 32 megs.
- ✓ Five degrees of game speed (the SNES has only four).
- ✓ Ability to battle any warrior in any background.
- ✓ Five game modes: Super Mode, Versus Mode, Group Mode, Tournament Mode, Challenge Mode.
- ✓ Eight possible clothing color combinations in head-to-head matches.

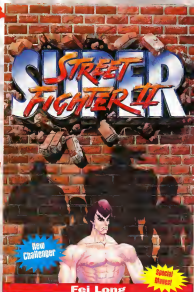
OVERVIEW

Super Street Fighter II is blasting Genesis units coast to coast with 40 megs of powerful features you won't see on the SNES. Last issue Sega Visions gave you the word on the hottest Street Fighter yet. Now we're blowing the lid on the new challengers, their hot moves, and some phenomenal combination attacks. This latest release in the Street Fighter series is giving you — or you and a friend in a two-player match — new characters and more modes than ever before. The old, familiar characters have been smoothed out and are even faster. You'll see some new moves in their bag o' tricks as well! We've followed this hot fighting title from its early days in the arcades, and gotta tell ya: This is the hottest version to date. Call it the game that kicked Nintendo's butt. When it comes to street fighting, there is no other contender.

PUBLISHER: Capcom

PLAYERS: 1 or 2

CONTROLLER: 3- or 6-button, Arcade Power Stick (recommended)



Fel Long

Rebba Man

Hurricane Kick



Press Down, Down/Forward and Forward with any punch button. You can throw this move three times in a row for major damage.



Charge Away for two seconds, then press Forward and Roundhouse kick.

Rising Dragon Kick



Press Away, Down, and Down/Away in a single motion and any kick button.

Fel Long's Hair In Combination



Attack with a leaping Spring punch. Load and crouch with a Fierce punch. End with a crouching Roundhouse kick.

**New
Challenger**



Thunder Hawk

The Hawk



Leap toward your opponent. While in the air, press all three punch buttons simultaneously.

Thunderstrike



Press Toward, Down, and Down/Toward with any punch button.

The Storm Hammer



Press the B-Pad in a 360-degree rotation with any punch button. This one can be tricky to throw.

The Kicking Bird Combo



Simple but devastating. Leap in with a Fierce kick to the head. Land and deliver a Roundhouse sweep.

**Special
Moves!**

**New
Challenger**



Cammy

**Special
Moves!**

Front Kick



Press Forward, Down, Down/Toward and any kick button.

Spinning Heavie



Press Away, Down/Toward, and Toward with any punch button.

Cannon Drill



Press Down, Down/Toward, Toward and any kick button.

Cammy's Three Hits of Doom



Attack with a jumping Fierce punch. Land with a crouching Fierce punch and finish with a crouching Roundhouse.

**New
Challenger**



Dee Jay

**Special
Moves!**

Hyper Fist



Press Down for two seconds, then press Up and simultaneously press any punch button repeatedly.

Double Bread Kick



Press Away for two seconds, then press Toward and any kick button simultaneously.

Blas Out



Press Away for two seconds, then press Toward and any punch button simultaneously.

The Bread Combo



Jump in with a Fierce punch. Land with a Strong punch/Fierce punch and finish with a killer slide.

- Offensive Crouch (Down/Toward)
Forward (Toward)
Forward Flip (Up/Toward)
Jump (Up)
- X = Jab A = Short
Y = Strong B = Forward
Z = Fierce C = Roundhouse



- Crouch (Down)
Defensive Crouch (Down/Away)
Back Defense (Away)
Backward Flip (Up/Away)

With 3-Button controllers, you must press Start to switch between punches and kicks.

(Continued on page 30)



Ryu

Undoubtedly the most popular good guy in the World Warriors Tournament, Ryu is a lifelong master of Shotokan karate. He seeks only to perfect himself in the spirit of karate. Ryu's Red Sun Fireball is the perfect precursor to any number of combinations.

Red Sun Fireball



Press A and Down/Up, Down, Down/Toward and Toward in one smooth motion with any punch button.



Sagat

Once the reigning King of the Street Fighters, Sagat fell to Ryu's skill and plans to regain his title at any cost. He trains near the temples of Thailand. Along with M. Bison, he is the most well rounded of the World Warriors. His Tiger Knee and Tiger Uppercut are powerful attack techniques.

Tiger Uppercut



Press Toward, Down, and Down/Toward with any punch button. This move is particularly effective when you can catch your opponent in the air.



M. Bison

Who doesn't know M. Bison, the ultimate evil villain? He heads the mysterious, deadly Shadowlaw organization and has wreaked havoc with the lives of most of the World Warriors. What he knows about Commy, she may not want to find out! His Flying Psycho Fist is very, very nasty.

Flying Psycho Fist



Charge Down for two seconds, then press Up and any punch button.



Edmond Honda

Known as E. Honda to the fighting world. Does anyone know why his mother named him Edmond? The reigning Japanese master of sumo, Honda stepped out of the arena and into the street fighting ring to prove to the world that sumo is a truly majestic sport.

Sumo Splash



Charge Down for two seconds, then press Up and any kick button.

Street Fighter...The Movie

That's right. Your favorite Street Fighter characters are coming to life on the silver screen. The casting battles have been fast and furious to find the right stars for the parts. Heading the crew will be kickmeister Jean Claude Van Damme as Colonel Guile (beetsa didn't know his rank), Raul Julia (from the Addams Family movies) as M. Bison, and Wes Studi (Dances with Wolves, Last of the Mohicans) as Sagat. While the full details of the movie are currently top-secret, you can bet that the plot will be thick with the cool battle action that has made the cart series so great. The big question is, will Chun Li be able to throw a fireball...



Chun Li

There ain't no woman warrior like Chun Li! One of the most athletic World Warriors, Chun Li hails from China and is in the Tournament to discover who murdered her father. Her new power moves are the High Side Kick and the Kickin' Fireball.

High Side Kick



Stand close and Fierce kick when your opponent is jumping.

Kickin' Fireball



Charge Away for two seconds, then press Toward and any punch button.

Balrog is a Shadowlaw crazy with a wild, aggressive boxing style. He's picked up a few new moves along the way, making him a better costender for the World Warriors title.



Balrog

Shoulder Bull



Charge Down for two seconds, then press Up and any punch button.

Trip Punch



Charge Away for two seconds, then Toward and Jab punch.



Zangief is a big, good-natured Russian who wrestles bears for fun. He's totally fearless, he doesn't mind walking into a punch, and he's into big power moves. Zangief entered the World Warriors Tournament because he thought pilfering the best fighters in the world would be...fun.

Zangief

Siberian Suplex



Press the D-Pad 360 degrees and any kick button as you finish the rotation. You have to do this one quickly or Zangief will not throw the move.

Siberian Bear Crusher



Press the D-Pad 360 degrees and any punch button as you finish the rotation. As with the Suplex, you have to do this one quickly, or Zangief will not complete the move.

Known as the Spanish Ninja, Vega combined the skills of a ninjutsu and matador to create a new fighting technique. He is vain and egotistical, hiding his pretty face behind a mask so if he won't become scarred in battle.



Vega

On the Wall Claw Dive



Charge Down for two seconds, then press Up and any kick button. While in the air over your opponent, press any punch button.

On the Wall Claw Thrust



Charge Down for two seconds, then press Up and any punch button.

NOTES

- ✓ You'll notice that moves tend to follow patterns from character to character. Memorize the patterns and you'll become a faster, more versatile player.
- ✓ Fast, single hit attacks are good set ups for multi-hit combinations.
- ✓ You get more points by scoring first hits and pulling off combinations than you do by flashy one-hit attacks. Remember — the object is to win.
- ✓ Catch your opponent by surprise by coming in high and finishing low, or vice-versa.



Dhalsim

India is Dhalsim's home and the name of his game is yoga. Dhalsim seeks only to unify his mind, body, and spirit, and to test his skills so he can rise to a higher state of consciousness. Dhalsim gets the most benefit out of a graphically improved background and smoother animation. His moves are just as hot and just as slick.

Yoga Fire



Press Down, Down+Toward and Toward with any punch button.



Ken

If ego were money, Ken would be a millionaire. He let his fighting skills slip for awhile, but a challenge from Ryu got him on his feet and training hard. His Flaming Dragon Punch is the result.

Flaming Dragon Punch



Press Toward, Down, Down+Toward and the Hard punch button. Flame out!



Guile

He's a lean, mean, paramilitary fighter machine. Guile is an ex-Special Forces commando who's joined the Tournament to avenge the death of his co-pilot on a mission in Thailand six years ago. M. Bison is involved somewhere, and even with your nose plugged you can smell a blood feud coming. Guile holds no new surprises. He's the same...smooth, strong, and reliable.

Flash Kick



Charge Down for two seconds, then press Up and any kick button. Boom!



Blanka

Ever have your butt kicked by a rain forest? Let this electrical mutant from Brazil get the upper hand, and that's what will happen. He learned his attacks from studying creatures of the jungle. He entered the Tournament to achieve greatness and to find the link to his mysterious beginnings. His Vertical Rolling Attack takes bowling to the air.

Vertical Rolling Attack



Charge Down for two seconds, then press Up and a kick button.

DO NOT ADJUST

LOCK ON TO A NEW HORIZON.



ALL VIDEO,
FULL SCREEN,
ONLY ON
SEGA CD



YOUR MAGAZINE



TOMCAT ALLEY™ ON SEGA CD.



(ACTUAL SCREEN SHOTS)

Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action. It's full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy, you also get a bird's-eye view outside the plane. In fact, Sega TruVideo™ technology takes you as close to the edge as you can get without packing your own chute and wearing one of those helmets with the goofy nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bail out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.

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SEGA™

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GAME Feature

To Kill, Kiss, or Bottle-Feed?

With *Mortal Kombat*® II Coming to Genesis, That Is the Question!

I Love You, You Love Me...Splat!

We all knew that the only way to make *Mortal Kombat* better was to add new characters and new moves. The designers could have taken the easy way out and made *Mortal Kombat II* a bloodless, watered-down sequel to the first game. Or they could have gone overboard in the other direction and made every single move blood-soaked and nasty. Instead they showed sheer brilliance by bringing in new characters with challenging new moves, including the hilarious Babalities and Friendship moves. These moves

are often more difficult to throw than the original—and now—Fatalities, and they add some wacky humor to this top-rate fighting title. And though we understand that the designers didn't put them in as any kind of political statement, the Babalities and Friendship moves do point out the fact that a good fighting title doesn't have to depend on gore to be good (though the gore can be kinda cool). *Mortal Kombat II* may carry an MA-17 rating, but there's much more to it than gruesome Fatalities.



Mileena attacks the purple Shinnok.



Uh-oh, Liu Kang is about to put a seriously nasty bite on Sub-Zero.

MORTAL KOMBAT II

MORTAL KOMBAT II © 1994 Lawrence John Whitehead® Mortal Kombat Company. All rights reserved.

OVERVIEW

OK, OK; we know you've been waiting for it. We know you've been wondering whether or not the Fatalities, Babalities, and Friendship moves would be in. You've asked what the rating would be. We know you want to know 'cuz we have about 100,000 letters that say so! So here's the official news: *Mortal Kombat II* is coming to Genesis this fall. It's going to be big and bad...full of Fatalities, Babalities, and the awesome Friendship moves. Featuring the new characters with their new moves. And all the action you've come to expect from *Mortal Kombat* on Genesis.

PUBLISHER: Acclaim

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button, Activator, Arcade Action Stick (Recommended)



Mortal II on Game Gear Too



The Friendship moves of the Game Gear version will appear on the Game Gear as well.



The Game Gear version delivers a particularly easy fatality for Golek.



MORTAL KOMBAT®

New Kids on the Block

Mortal Kombat fans will find the original cast ready to do battle along with some new faces. Headlining the newcomers is a youthful version of Shang Tsung, who impacts your screen with two Fatalities moves and the newly famous Rainbow Joy Friendship move. Khana and Mileena are two new female characters with particularly gruesome Fatalities and Friendship moves that feature cakes and flowers. Kung Lao looks like a cross between Rayden and Liu Kang. If he tips his hat to you, it will be the

last thing you ever see... unless he pulls a rabbit out of it. For pure ugliness and bad attitude, Baraka can't be beat. His long spurs stick and slice. He might even give you a present. You can play as the hidden character from the first Mortal Kombat, Reptile. If the game follows the arcade format, you might find hidden characters as well.

Now it's official. You know that Mortal Kombat II is on the way. Look to a future issue of Sega Visions for an in-depth strategy guide to beating this awesome game.



Jax has a mean throw. Who is battling in the distance?



Even though Jax and Baraka get it going on, the real action is in the background, to the left of the fight tree. Who's the green ninja?



Shao Khana is another spectacular new character.



Baraka gets ready to unleash his spiky blade move.



Sub-Zero can now freeze ice across the ground.



Jax gets ready to give Reptile a broken back. Yowch.



Even though you can now play as Reptile, Kefau is an unplayable boss character from Goro's realm.



Baraka is just a bit of a heart. But he's still ugly.

WELCOME TO THE NEXT LEVEL

In
Toys!

Sega's Latest Innovation: Toys with Attitude

When you've already created the greatest video games in history, when you're leading the way in new technology, and when you've made a deal with one of the largest movie studios in the country, what new worlds of entertainment and fun can you set out to conquer?

You guessed it—Sega has a brand-new division: Sega Toys!

The continued quest for excellence in entertainment has led Sega to take all the excitement, innovation, technology, and fun of video games and apply the experience to TOYS. Count on upcoming issues of *Sega Visions* to have all the latest hot-off-the-press news about the coolest toys to shape the future.

Expect the Best

Before we give you the debut scoop, we want to give you an idea about what to expect from Sega Toys. According to Roberta Jacobs, vice president and general manager of Sega Toys, plans include products in three categories: electronic learning aids, electronic games, and youth electronics. She says that when it comes to toys and technology, Sega has two philosophies: First, Sega believes the application of technology to toys can truly cre-

ate magic. But it's only magic when it's interactive. This magic occurs when the player—not the technology—controls the interaction. Second is the belief that kids are happiest when they're in control and making the choices. In other words, you won't see any "watch me" type games from Sega. What you will find is toys that unleash the magic of interactive entertainment through leading-edge technology.



Pico

Japan's No. 1 new preschool toy.

Is it a computer or a toy? Well, actually it's a computer that thinks it's a toy. Parents will think it's a bright-colored laptop computer, kids will see Pico as their very own game station packed with fun. Pico looks like a small suitcase with connections that hook it up to the TV. It opens to reveal a magic pen (instead of a mouse), a drawing pad, directional keys, and a slot in which you insert the software. The software (aka storybook) is actually in the form of a storybook that a young child can easily pop into place. Every flip of the storybook page and every movement of the magic pen determines vivid on-screen action.

Kids ages 3 through 7 will enjoy interacting with great magical storybooks such as *Huckle and Lowly's Busiest Day Ever* by Richard Scarry. Each sto-

rybook is filled with more than 20 activities that teach basic skills like counting, spelling, and matching as well as activities that improve developmental skills. Problem solving, memory, logic, and more skills become child's play with titles like *Mickey's Blast into the Past*, *Ecco Jr.*, and the *Great Gnome Treasure Hunt*, *Tails and the Mouse Maker*, *Magic Crayons*, and *A Year at Peash Corner*.

The variety of activities and games within each storybook make Pico age- and skill-versatile. While younger children in the family will enjoy pointing at objects and watching the result on the screen, older kids will like drawing and animating their own cartoons. Pico actually lets kids "lift" and animate any character from the storybook pages and add it to their own composition.





Pocket Arcade

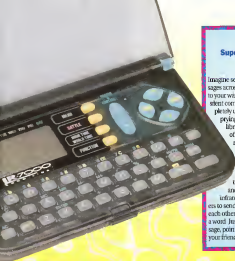
Now you see it,
now you don't.

(Good things do come in small packages.)

How much fun fits in a pocket? Tons, with these games. Pocket Arcade is a line of miniaturized handheld LCD games with a unique "conceal and reveal" feature. When you're ready to play, just hit the button, and the hidden screen flips, pops, or pivots into view. Time to shut down? Simply close it up and stick it in your pocket—you're ready to roll.

Stuck in a long line? Pocket Arcade will give you an instantaneous attitude adjustment. At a moment's notice, you can play hot Sega titles like *Amaz-*

ing Sonic (with 12 nonstop levels), *Demol' Champions* (with 30 fighting combinations), or *Ecco the Dolphin* (with seven seas to explore). There are Sports titles too (remember that next time you get benched), like *Sega Sports Football* and *Sega Sports Baseball*. Unlike other LCD games, Pocket Arcade games have Turbo Power and nearly double the amount of graphics. As a matter of fact, Pocket Arcade games have more levels, more action, and more brain-busting excitement than any other stand-alone handheld game.



IR 7000

Super secret message machine with much, much more inside.

Imagine sending invisible messages across the hushed library to your writing friend, your silent communication completely undetected by the prying eyes of the school librarian. If you're tired of your wadded-up notes being confiscated, you might be ready for the IR 7000.

The IR 7000 is a miniature electronic communicator and organizer. Invisible, infrared beams allow players to send secret messages to each other without ever uttering a word. Just type in your message, point, click, and wait for your friend's hopefully quiet

reaction. You can even add a password for ultimate security.

Besides breathing new life into boring study-hall posteds (or sneaker editorial meetings), the IR 7000 has other useful functions. It's a calendar to keep track of a busy schedule — soccer practice at 10:00, hoops at 3:00, pizza at 6:00 — a calculator, an address/phone number database, a memo keeper — "study for Advanced Physics exam tomorrow" — an alarm clock, and a world clock with a scrolling world map. And the commands work in ten languages! The IR 7000 also has an LCD game (it is from Sega after all) that you can play alone or against a friend across the room

Pods

Hold the peas, please.

If we said this was a hands-on game, we'd be lying. Well sort of, 'cuz you play with Pods without ever actually touching them. Pods are three futuristic orbs that react to your hand movements. By waving your hands over each interconnecting Pod at different levels, you trigger lights and sounds through multi-level infrared beams and electronic eyes. (We told you it was futuristic.)

There are six challenging games you can play with Pods — alone or with a group of friends. Whether you're playing *Lightning I, II, III*, *Add a Beat*, *Speedo*, *Color Tag* or one of the other challenging games, you'll be practicing some serious hand-eye coordination.

No matter what your age, if you like competition, there's no doubt about it, you'll love Pods.



Lonely bride with limited range - as
mildest companion who's content to play
the same few familiar games.

**SINGLE, VERSATILE,
ATTRACTIVE
ENTERTAINER
SEEKS PASSIONATE
GAME PLAYER FOR
NON-STOP ACTION.**

Concerned parent of two Italian brothers
wishes old-fashioned partners for her plumber
sons before their careers go into the toilet.
No nonstop CD technology, please.

MSRP \$199.99

SEGA GENESIS

Introducing the Genesis CDX™

SEGA™

Location is Everything

Quentin

You learn that Traeger, the Sword of Darkness, is said to be in a church somewhere.

Shinobi

Kryof's brother, Marcus, is mentioned as looking for Traeger.

Milooey

Katrina, a young priestess with magic power, is mentioned.

Dios

Traeger is mentioned as hidden at the church of Zolt. Also, you'll find Marcus in the church, but you'll first need to find Traeger to release him from the black magic bondage spell keeping him in chains.

Teoto

You're told that the mayor's family, in the town of Droki, wants the Ancient Scroll. Also, talk to the alchemist to receive a small package to deliver to the Pawnshop in the town of Nieve.

Nieve

Give the Shopkeeper the small package, and receive the Ancient Scroll.

Droki

Give the mayor the Ancient Scroll, and he'll give you 5,000 gold pieces.

Iyafite

You learn that the Shining Jewel (not to be confused with the Jewel of Light!) is at the village of Nast, at that church (pay 100 items).

Zolt

Get Traeger in this town (only if you have the Shining Jewel from the town of Nast). Now return to Dios to release Marcus, your brother. He'll then join your party.

Katna

Katrina, the Priestess of Tobis, is in the church, but you'll need a special ring to heal her. Also, get the Shinobi Knife (used by any Lawful Fighter) from the Pawnshop's attendant.

Nast

Here you'll receive the Shining Jewel, but first pay in the church 100 items.

Hidley

Speak with all the villagers, and they will tell you about the hidden elven village *only in that town*. After the villagers will talk only to an Elf or Hobbit (they don't like Humans or Gnomes very much).

Aries the Elven Village

Go southwest from Ridley, and you'll find a slightly discolored patch of forest within the woods. If you've talked to everyone in Ridley, search the spot to reveal the village. The Mayor will ask you to rescue his granddaughter from the Humans. He will give you the Blue Crystal.

Woods

In this town you'll find Kimberly. She'll tell you to rescue Marcus.

Lagane

A mountain area northwest is mentioned. Make sure you've talked to everyone in this village. Now, head to a mountain area with a hole in it. Search there to acquire the Statue of Vulcan.

Kalen

In this town you'll locate the Talsman. From here, head right to a big tree in the Lomskini Forest. Use your Talsman to reveal the Town of Shaktan. Get the Goat's Blood.

Teyton

Give the Goat's Blood to the Mayor to receive the Rubish Spell.

Shaktan

War's sword, Slayes, is mentioned. You are told to talk with the weapons smith of Milks. Don't forget to talk to the person inside the mansion. He'll tell you to go to the towns of Dragoma, Pandis, and Naussa. You'll find help from Shaktan's classroom in each town. The person will then give you the Shaktan Amulet (aka Shaktan Talsman) to get each classroom to aid you.

Cheshire

It's mentioned that the Jewel of Light is located in a desert shrine.

Yentir

Gather all the information in this town, then go to Tobis.

Tobis

Talk to Katrina's boyfriend in the Tavern. To get the Ring from him, you must journey back to Yentir and speak with the wizard in the Town Square. Go back to Tobis to get the ring from Katrina's boyfriend. Now, return to Yentir, and the wizard in the Town Square will return the Ring's magic. Return to Kalu.

Shinobi

Send your fighter with the Shinobi Knife northeast to Tobis in a forest area between two mountain ranges. You'll find the Shinobi Mail (a secret place where warrior train in the Martial Arts of Shadow Ninjitsu). Talk with the mayor to learn to be a Ninja.

Kass

Enter the church and give Katrina the Magic Ring. She then joins your party!

Paradis

Information about the whereabouts of Dandelica, the Earth Spirit, is offered. Show one of the villagers the Shaktan Amulet, and you'll receive the Flying Clothes.

Dragoma

Show a village the Shaktan Amulet, and you'll get the Ring of Dragonriders. Pick any fighter, and stand him next to any dragon. Use the Ring on the dragon to become a Dragonrider.

Nasside

Go to the church with the Shaktan Amulet to talk to the Shaktan Clericman. He'll give you the Water of Heaven and the Fly Saddle.

Asai (town)

Slayer, War's sword, is soaked somewhere in Cheshire. Troubadour traveled toward Ruuvell. Just outside the town, search below the bridge for the Minor Shield.

Padwa

Dandelica is hiding near his favorite tree around the Ruuvell area.

Ruuvell

A reliquary is made to the Sazzar at the Town of Nieve. Another reliquary is made to the Elven Tears and an Oasis where the Goddess might be residing. The mayor needs the famous Sage Tea from the city of the same name (it's west on a Volcanic Island).

Volcano

It's west from Ruuvell. Stand on the upper left side of Volcano and use the Statue of Vulcan to redirect the lava flow into the sea. The villagers of Sage will then return.

Sage

You'll be thanked by the villagers, and then receive the Healing Ring from the mayor. Buy 1000 of Sage's famous Tea, then return to Ruuvell.

Ruuvell

Give the mayor Sage's Tea to calm his nerves. Once calm, he'll inform you that Dandelica is in a tree directly south from the mayor will hand you the Earthen Bowl to summon on the Earth Spirit.

Rukus

Speak with all the villagers, then journey to Garmesh. The W' Horse is said to be in this area. Play at the church more than eight times, and the priest will tell you that the Water Mirror is on a Mountain Island southwest.

Water Mirror

It's found on an island southeast of Rukus. To break the barrier preventing you from getting the mirror, you must send Marcus to do the task.

Pacilite

The priest at this church has the Mystical Rod. Pray more than 200 times at the church, then talk to the priest to receive the Hobbit Rod (aka Mystical Rod). It is said that the W' Horse can be found in a hidden spring within the forest northwest, just outside the town.

W' Horse Spring

(Send Katrina.) Above Pacilite, search the small forest (only in the morning). You'll capture the horse only if you have the Fly Saddle.

You're on Your Own

Well, we got you started. Now you have to unravel a few dozen more puzzles, face the four evil Elementals, and meet the Dark Wizard face to face. And remember, this is just the first of four possible approaches to the game.

Hey, we said it was hundreds of hours of game play, didn't we? Good luck.

Secrets of Eye of the Beholder

Sega's epic new RPG, *Eye of the Beholder*, is full of hidden characters, secret weapons, special bonus quests, and other mysterious goodies. To help you get started, here are tips on gain-

ing allies, the lowdown on some of the characters you can recruit, and some hot hunts on bonus quests that pay off big in Experience Points and really vicious weapons.



Skeletal Lords, Level 7



Use magic and magic on the Skeletal Lords on Level 7. Blades score only half damage.

Mind Flayers, Level 11



Very tough. She does can paralyze your whole party, so never face them head-on. She's around a corner and attack their flank. Keep doing this till they're monster meat.

The Stone Portal Express

The Stone Keys you collect throughout the dungeon will let you zip around through the Stone Portals. Here's a list of the items, where they can be found, and which levels they connect:

STONE ITEM	WHERE FOUND	TRAVELS BETWEEN LEVELS
Dagger	Level 2	7 and 9
Scripter	Level 4	7, 8, and 10
Necklace	Level 5	5 and 7
Medallion	Level 5	4 and 7
Ring	Level 6	6 and 10
Obs	Level 11	11 and 12
Holy Symbol	Level 11	7 and 11

Hidden Characters

Each of these characters can be found in the dungeons and recruited in your struggle against the Beholder.

Ted Uphill, Level 5 Thief



Found as bones near the dungeon entrance, he can be resurrected on Level 5. Collect his lock picks.

Tyrna, Level 6 Ranger



Dead as a doornail, down on Level 10. Good strength, OK hit points, great with a bow and arrow.

Anya, Level 4 Fighter



Good, tough warrior. She's dead when you find her on Level 3, but she can be resurrected on Level 5.

Kirath, Level 7 Mage



Another dead dungeon dweller for the resurrection role. Kirath is a good mage found on Level 11, although magic becomes less important than the ability to soak up blows on these levels.

Neria, Level 6 Cleric



By the time you find her bones on Level 7, you'll probably have a *Wise Dead* scroll. If you already have a Cleric in your party, you might want to pass her up for a Fighter or Mage.

Boohram, Level 7 Fighter



Your other Fighters should be just as tough as this guy by the time you find his remains on Level 9.

Advanced Dungeons & Dragons

EYE OF THE BEHOLDER



NOT HINTS

- ✓ You'll find an abandoned dart trap on Level 8. Load it up and lure a monster inside. You'll get +5 Adamantine darts in return.
- ✓ A sign on Level 9 reads "It is written, the key lies on the other side." A jewel or rock might come in handy.
- ✓ Remember those extra Kenku eggs? They'd look good on some shelves on Level 10. Just be ready to fight for all the extra booty they'll reveal.
- ✓ There's a Dwarfven Healing Potion on Level 11. If you don't get it up to the Dwarf King on Level 5, you're gonna have a real tough time winning this game.
- ✓ Xanathar (the Beholder) has a trap set for you on Level 12. He can't make himself invisible, but you can.

Sometimes You Gotta Break a Few Eggs To Get Secret Weapons and Win Friends (Sorta!)



Collect the Kenku eggs on Level 6 and put them in the Nest.



Once you've gathered them all, you'll get a +5 Halberd.



Take TWO eggs with you, leaving the others in the Nest for later.



When you meet the Dwarf on Level 7, choose Bribe. Now the Dwarves will let you pass throughout the level.

Beating the Bad Guys

Here are some handy tips to avoid getting toasted by monsters down deep:

Giant Spiders, Levels 4 and 5



Put two poison-resistant dwarves up front and fire arrows and missiles as you retreat.

Kenku, Level 6



These guys fire off magic missiles on sight. Sideslip as soon as you see them, then close in for combat.

Rust Monsters, Level 9



They eat metal, so equip your front rank with leather armor. Fire ranged weapons as you retreat.

Mantis Warriors, Level 10



They throw daggers on sight, then close in with a halberd. Sideslip when you see one, then close in for combat. Their blades can paralyze, so keep a Cleric "Remove Paralysis" spell ready.

sega GAME Feature

SEGA CD
GENESIS

BRUTAL

Paws of Fury

Animated, Animalistic Martial Arts

Here's your invitation to the tournament. Only gamers with warrior spirit need enter. *Brutal* for the Sega CD from Gametek is a martial arts title starring some fierce furry fighters. One or two players choose from ten characters and must earn special moves from the Doh Llama. With tons of great intro and cinematic animation, wonderful island fight locations, and controllable instant replays, this game has humor and depth. Sharpen your claws—the tournament has begun.



You can score victory at the foot of the Waterfall. Jump and leaves fall.

Tai Cheelah vs. Kung Fu Bunny

The Doh Llama wanders the globe every four years in a search for the greatest warriors. He judges them on martial arts prowess and what he calls the warrior spirit. Those found deserving are invited to a tournament on Brutal Island, where they compete for the right to wear the Belt of Heaven. The combatants are Kung Fu Bunny, Tai Cheelah, Kendo Coyote, Foxy Rong, Bhee Bat, Prince Leon, Juan



Take it easy to now in the dojo, the Bear, the Panda, Karate Croc, and of course, The Doh Llama. May the best fighter win.

A CO Chock-Full Of Fun

For starters *Brutal* has more than 200 sprites (animations) per character, ten fight locations, musical scores for each character and location, sampled voices for the fighters, and at least four unique special moves per fighter. Two unusual features set this title apart from the rest. First, there's a Belt System in which the fighters earn new belts by proving themselves. Second, the Learning System gives fighters who have per-



The furry fighters fight it out in the Courtyard. Nice fountain.

Light on Carnage, Heavy on Fun!

A Fist Full O' Fun

Feelin' frisky, fight fans? There's a great crop of nontraditional fighting games coming to Sega owners. These titles have all the depth and strategy of fatality-filled games without the gore. Plus they've all added a weird little twist or two that you won't find elsewhere.

Good fighting titles can be a fist full o' fun without all the sensationalized violence. Cartoon characters are a hoot, and the bad boys require top-notch technique to beat. Take a look at *Brutal* from Gametek for the Sega CD, *ClayFighter* for the Genesis from Interplay, and *BatZ* for the Genesis from Accolade.

Yup. They have fist-in-face fighting action, but the worst you'll see is a flattened hairy thing, some scattered spheres, or pounded play-dough. There's not a drop of blood or a humanoid-looking fighter in the bunch. But that doesn't mean they're simplistic or easy. They're serious fighting carts.



In the Screen Room, fighters are visible only in the corner of the room. The rest of the time, you must fight while watching their shadows on the screen.

formed well, a chance to grasp a new and special move. The Doh Llama gives you three chances to learn and properly replicate the move. If you haven't gotten it in three tries, he becomes weary of your incompetence and departs.

You keep the special moves you have learned in previous games through the use of a password. As an added ghost feature, the instant replay shows the whole previous bout if you wish. The winner controls the replay.



Make your fighter choices at the Match Up screen.

Fantastic Intro Animation



Check out the great animated intro! In this one, even the flea gets his invitation to the tournament.



A Few Fur-Bearing Fighters



Foxy Raxy's style of fighting is Pearl Splat. An abandoned orphan, she eventually became President of the U.N. Children's Fund.



The Dahi Llama invites fighters from all over the earth to battle for the right to wear the Belt of Heaven.



Tai Cheong searches for spiritual rather than financial riches in his quest for the Belt.



Ponce leans the lion lights for his pride. He is certain that he'll receive the Belt on his own alone.





ClayFighter



A Carl that's Great to Clay, er, Play!

Three-dimensional clay is the order of the day in ClayFighter from Implay for the Genesis. This one- or two-player slug-fest between hilarious animated clay figures is sure to be a hit with Fighting game fans. With morphing Clayman-style special moves, tons of humorous voice, Edge modern compatibility, and true Fighting-game depth and challenge, this can be played by John and Jane Doughts of any talent level. Knock the clay out of

your opponent in this fun factory of a tide. Sorry, there are no clay-toy moves.



Offer up some angry biling Nordic women with Helga's Viking Ram. Tap Down, Down/Toward, then Toward, and press a Punch button.



Wield up a whammy with Han Suede Gon's Hammer Attack. Hit Down, Down/Toward, then Toward, and tap a Punch button.



Ice their clay enroasted...ohem. Anyway, tag them with Bad Mr. Frosty's Snow Ball. Charge Away for two seconds, then tap Toward, and press a Punch button.



Kick Aooty with Blob's Clay Stamp, press Down on the D-Pad and hit the Brawl Kick.

Blob vs. Ickybod Clay

While you're pounding dough, you'll note that each of the fighters has a fair number of special moves—most of them hilarious and powerful at the same time. With moves like Bad Mr. Frosty's Frozen Fist, Tafty's Tafty Whack, Tuffy's Sucker Punch, Blob's Buzzsaw, Blue Suede Gon's Hair Blade, Ickybod Clay's Boto Punch, Helga's Valkyrie's Ride, and Bonker's Flying Pie, you'll have a great time fighting to become King of the Circus.

NYR



Hail 'em with Ickybod Clay's Ecto Ball by hitting Down, Down/Toward, then Toward, and pressing any Punch.



Make 'em stop a rolling ball of clay with Tuffy's Medicine Ball. Charge Away for two seconds, then hit Toward, and any Punch button.



Test-drive Bonker's Cutting Cartwheel by charging Away for two seconds, then pressing Toward and one of the Punch buttons.



Twirl up a good one with the Tuffy Tornado. Press Away, Away/Down, Down, Down/Toward, then Toward, and hit a Punch button.



SONIC the Hedgehog SPINBALL

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Also
Available
on Genesis



ballz

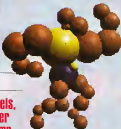
only the **RUDE** survive

Great Ballz of Fighter!

Sling some spheres. Bounce some balls, that is, *Ballz*. This Genesis product from Accolade brings unique and imaginative fighting to a cyberspace future. This cart focuses on the fun of humiliating your opponent in a terrific 3-D, multicamera angle environment. There's even a unique ending for each character in the single-player game. With more than 1,000 animations, tons of special moves, instant replay from any (and we mean any) angle, and a bunch of great new ideas, this one may be in the fighting genre, but it's in a league all its own.

Taunts, Grovels, And the After Shatter Stomp

Warms raise the stakes for both fighters! Try a Taunt: When you Taunt your opponent, you increase the damage of each hit by 50 percent...two taunts and damage increases by a factor of three and so on. The key here is that it effects both fighters, so if you Taunt and take a hit...Joo bad. When your fighter has less than three balls of energy left, you can Grovel. Groveling increases your energy slightly. If your opponent is feeling kind, you'll get away with it — otherwise save it for a safe moment, like immediately after you've pulled off a throw. After having beaten your enemy, you can do an After Shatter Stomp — your basic gloe dance. It's fun and it adds humiliation value to the loser's day.



Let Tsunami loose with the Ground Pound by getting Close and tapping Kick, Duck, Throw.



Increase the stakes with a Taunt. Hit Buttons A, B, and C simultaneously.



How about Bouncer's Head Chuck? Tap Away, Forward, and Punch.



Frank lets you fly with the Licker Leap. Hit Away, Up, and Punch.



Divine gives Bouncer a Sparking by winning a Grapple — close and multi-tap A-Button taps.



When you have less than three balls of energy left, do a Grovel by hitting Down three times.

MORTAL KOMBAT II



NOTHING, NOTHING
CAN PREPARE YOU

COMING FRIDAY SEPTEMBER 9



FINISH HIM!



KINTARO'S REVENGE!



NO MERCY!



FRIENDSHIP?



IS THAT YOUR BEST?

GENESIS™ GAME GEAR™

MIDWAY

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ENTERTAINMENT

DYNAMITE

HEADY

THE ULTIMATE HEAD TRIP!

MEET AN ALL-NEW HEADCASE—AND LAUNCH INTO HEAD-SWAPPIN', EYE-POPPIN' ACTION!
When the Dark Demon dishes out his dastardly deeds, this noggin-knockin' hero is up to his neck in trouble. Switch heads to match the job as you suck 'em up, squeeze 'em in and smash 'em down through a series of sharp-shooting action and mind-bending mazes. Then hang on for the ultimate heads-up adventure!
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CHOOSE FROM OVER 15 DIFFERENT HEADS TO GET THE JOB DONE! YOUR BEST WEAPON IS RIGHT ON YOUR SHOULDERS!



MOVE 'EM OUT! USE YOUR HANDY SLAMMER HEAD TO REALLY GET THINGS MOVIN'.



SUCK 'EM UP! VACUUM HEAD GETS THE BAD GUYS OUT OF YOUR WAY—WHILE YOU SCOOP UP ALL THE BONUS POINTS YOU CAN SWALLOW!



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SPIN INTO 3-D ACTIONS! ATTACK FROM ALL SIDES WITH FULL 360° BACKTUNE! NOW THAT'S A WELL-BOUNDED HEADDY!



STICK IT TO 'EM! Use *Seven Head* TO BUST 'EM AND DUST 'EM - TALK ABOUT MAKING A POINT!



BOOP IT UP! NOOGIN-HOOGIN YOUR BEST SHOT IN THE HEAD-BOYIN' SPECIAL BONUS ROUND!

SEGA™

Sneak Peek

SEGA CD

Sid and Al Go Sega



Sid we say cartoon physics? Think cause and effect. What's gonna happen when Sid goes for the cheese? Al is on pins and needles waiting.

Cartoon Physics

One of the beauties of the Toon Factory is that it ain't in the real world. You can do things here you can't do anywhere else. You want to be successful at making wild, weird engines, you gotta think like a cartoon. What kind of machine could you make with a baseball, timer, chicken, and mad cat? You



Pull cat and mouse together, and you'll have trapped mouse unless you can figure out where to get Sid.

can make most of the parts bigger or smaller, or flip them around to fit the mad genius of your ideas. Options include Properties, programmable parts you can use to set the difficulty of your puzzles; the Hooper, in which you can adjust sound effects; four modes; and a save feature, so you can keep your progress without having to solve all 150 levels in one sitting. There's even a make feature that allows you to scratch your current machine and make a new one. Look for more on this invention's wildest dream in upcoming issues of Sega Visions.



OK, here's how it works. Drop the ball on the power switch. It turns on the timer. The timer sets off, unleashing the chicken. The chicken lars sit up, which falls on Al's head. Al gets very mad. The egg gets cooked. Get the picture?



Sid has thrown the switch and is reeling for dear life.

Incredible Toons features four modes: a design-to-puzzle mode, the story mode, a traveling hero-to-head cooperative mode, and school. You gotta learn something!

Barbecue Gone Bad

Sid and Al are a couple of cartoon-cute, comical, crazy mouse and cat buddies who have had a serious outdoor cooking mishap that involves dinner, a barbecue, and a full case of lighter fluid. The result? A big, sizzling brawl that gets both of them landed in the Toon Factory until they can work out their differences.

Sid and Al may be friends, but hey — they're mouse and cat. Sid the mouse is a prankster who loves to razz the cat and who will do just about anything for a hunk of cheese. Al is a very large blue cat who's a little slow to get going. But once he does, he's a little hard to stop! Sid wants a road on from Al! Drop something on his head. The duo looks funny, acts funny, and sounds funny. They should — their voices are done by two of the top in the business: Bob Hastings, who does the voice of Yoda in *Star Wars*, and Jim Cummings, the voice of the mischievous *Duck*.

Sid & Al's INCREDIBLE Toons

OVERVIEW

Dynasty's happy-go-lucky cartoon cat 'n mouse are about to give new meaning to the term contraption with Sid and Al's Incredible Toons for the Sega CD. Incredible Toons is an interactive fun-fest of compilation, conglomeration, and just generally putting together 150 totally awesome Rube Goldberg-type devices to help mouse and cat settle their differences of opinion and get out of the Toon Factory. Featuring a classic cartoon look and feel, combined with phenomenal sounds and 30 levels specially designed for the Sega CD, Incredible Toons is one of the few game titles that has something for everybody, male or female, young or old. If you've ever liked playing with mousetraps and dominoes, Incredible Toons is a title you'll love to tinker with.

PUBLISHER: Dynasty

PLAYERS: 1 or 2

CONTROLLER: 3-button

NYR

SEGA CD

Sneak
Peek

Lethal Enforcers II Slaps Leather On Genesis And Sega CD

The Justifier That Won the West

LETHAL ENFORCERS II: GUN FIGHTERS



OVERVIEW

Konami, the company that brought you last year's ultra-realistic street shooter *Lethal Enforcers*, has taken the same great gun-slingin' game engine and headed West. Straight from the arcades, *Lethal Enforcers II: Gun Fighters* pits you against a garnet of hard-edged hombres in the rip-snortin' days of the Wild West.

PUBLISHER Konami **PLAYERS** 1 or 2
CONTROLLERS 3-Button, Mega Mouse, Konami Justifier (recommended)



This town ain't big enough for you and them, pilgrim. Armed with your trusty Justifier (or those other legendary peacekeepers, the Sega 3-Button controller and Mega Mouse), you have to do the high-noon bit with an endless stream of hired guns. Blast your way through five stages of gun play: the Bank Robbery, the Stage Hold-Up, the Saloon Showdown, the Train Robbery, and the Hide-Out. Bonus rounds include a bottle-shoot and a leather-slappin' showdown.



Blast the bad guys out of the windows.

Six power-ups appear as increasingly potent weapons of the era. Dust some rustlers with a 50-caliber Sharp rifle, a 12-round rifle, a double .45 rig, a shotgun, a Gatling gun, or even help a cannon. Depending on your speed and accuracy, you can work your way up the ranks from posse member to U.S. Marshall.



The double rig gives you a larger shot area.

Fans of the original *Lethal Enforcers* are gonna love this title. Konami should be congratulated for taking a well-developed concept and game engine and bringing it back in a creative, new, Wild West adventure.



Plug this guy and you'll be slayin' 'n Shoot the Sheriff."



Look sharp! Bank robbers don't always use the dirt.



Here's a 12-round rifle behind the bank stage. You can use it to win one of your enemies wings you.



The boss has three corners and a lot of cut-throats.



The bad guys blow out the bank's back wall. You have to stop their escape.

Review
THIS!

SEGA CD

Arcade Sleuthing And Shooting, Thirties-Style

A Gun-Toting Mystery
From the Mad Dog McCree Team



Red was Johnny's girl. She wants you to send her killer to the big house. After all, you're the best.

Descent into the Underworld

This dame's in distress (and may be bent on revenge, but she's not too observant). A pack of toughs has followed Red, as she calls herself, into your office — if you're not careful, they'll toss you to a six-pack of lead before she's finished her tale of woe. If you live long enough to see her to the door, a telegram and a map will direct you to the lairs of four hard-edged criminals.

When you confront your suspects, they'll give you a lot of lip and set their armed henchmen against you. Put a little iron in their diet before they do the same to you. If you do get shot, a doctor with a rather abrasive bedside manner patches you up for a fee. Out of cash? It's off to the morgue,

where a ghoulish mortician makes light of your untimely end.

Wear down your suspects, and you'll write a clue out of each one. Collect them all to crack the safe in Johnny's mansion for a pivotal piece of evidence that varies with each game. With several possible endings that hinge on this final clue, *Johnny Rock* has good replay value (we only wish that the game play varied along with the conclusion — enemies always, always pop up in exactly the same places).

Johnny Rock's relentless gunfire will satisfy shooting fans alike, while the atmospheric sets, campy dialog, and multiple endings are enough to whet any gunshoe's whistle. So slip your pistol into your trenchcoat, and send that lounge lizard's killer up the river.



Shooting an innocent bystander will cost you a pretty penny.



Even a mother pushing a stroller is suspect. That's one big baby she's wheezing around — he's packing more than his diapers.

NOT HIRTS

- ✓ Your suspects won't shoot you, but they might set you up.
- ✓ Don't shoot at enemies until they draw their guns.
- ✓ You can buy extra ammo for 100 smackers a dip.
- ✓ Take a shot at Johnny's lucky number whenever it appears.
- ✓ Tired of that sarcastic surgeon? Shoot the screen while he's talking to jump back into action.

OVERVIEW

American Laser Games, the people who brought you the live-action shoot-out action of *Mad Dog McCree*, have turned their talents to a hard-boiled whodunnit. You're a burnt-out private eye. She's a desperado dama with vengeance on her mind: Someone's rubbed out her nightclub-singer boyfriend, and she wants justice. You don't usually deal in murders, but against your better judgment you pack your pistol and take the case. The seamy underworld of the victim's numerous enemies is the setting of your peripatetic live-action investigation. To get to the bottom of Johnny's murder, you have to plug gangsters, pool-hall thugs, and sharp-shooting molls from a first-person perspective. Your reflexes better be quick. If you don't think and draw fast in this one- or two-player *Mystery/Shooter*, you'll be served up like a slab of Swiss cheese.

PUBLISHER: American Laser Games

PLAYERS: 1 or 2

CONTROLLERS: 3-Button, Menacer, American Laser Games
Gunrig, Novell Justifier, Mega Mouse
(recommended)



WHO SHOT JOHNNY ROCK



Get shot when you're strapped for cash, and the mortician gives you a big send-off.

The Line-Up

According to Rod, Johnny's murderer was one of the "four diseases." Each member of this unwholesome quartet had ample motive for doing him in. It isn't easy picking out a killer when your suspects are such a sick bunch.

Mumps



Johnny double-crossed Mumps once or twice, and this poor shark holds a mean grudge.

Lockjaw Lil



Lil regularly invited Johnny to stay at her squeaky. She'll tell you that she loved Johnny like a son, but monitor is often a family business.

Snaflox



Johnny's broker claims to pack a punch, not a plect. Think he gave his client the bullet design?

Mosses



This low-life was mixed up in some shady dealings with the dead man.

The Shooting Galleries

The Pool Hall



Don't let these pool sharks hassle you.

The Casino



Where there's gambling, crime is sure to follow. Lockjaw Lil's trendy establishment is no exception.

The Garage



Beware of explosives here.

The Warehouse



Was it Mosses who put Johnny in cold storage?

SEGA CD

Review
THIS!

Set Your Soul On Fire!

Get Your Hands on Core's Hot New Shooter

NEW VIDEO

Core Design is heating up Sega CDs everywhere with *Soul Star*, its latest Action/Adventure shooter. This exclusive Sega CD spins up the action with everything from 360-degree texture-mapped terrain to astounding cinematic sequences. *Soul Star* gives one or two players a multi-world environment with three difficulty levels, an arsenal of devastating futuristic weapons, and an unbelievable music score. Get ready for deep-space action and adventure at that! If you're seeing stars!

PUBLISHER: Core Design

PLAYERS: 1 or 2

CONTROLLERS: 3-Button, 6-Button

MYR
RATED

Out of the Deep Freeze, Into the Heat

You play *Soul Star* as a cryogenically stored alien commander. For once, your tactical expertise, like *Mythoid*, have managed to shade you on their never-ending mission to drain the life force of all planets and create war systems. You and your peers of Cyro-Correspondence have been hunting and tracking these space herds for centuries

across the vast universe in your warship, a top-of-the-line sunlight rifle can't superheated with an array of deadly weapons. It has the ability to morph into any of its three Mode-option forms: an Attack Tank, a Turboceptor, or a Strike Craft.

Soul Star keeps you on your toes with more than 40 exciting missions and on tracks for the planets. As you soar through space alone or with a *Mythoid*-flashing buddy, the

behind-the-early perspective gives you a 3-D experience so real, it looks Virtual. Each in-between mission sequence provides a smooth transition from level to level with vocal detail. Voice-over commentary provides helpful hints on how to help your three characters stay alive. And the *Soul Star* esque musical score sets the perfect mood for blasting *Mythoid* intruders out of the biosphere. *Soul Star* is more than a shooter. It's a subtle adventure!



Mythoid's power plays are always a new level of power for your weapons!



Using *Soul Star*'s special, Tropic.



The only way to win in *Soul Star* is to stay ahead. Better than before, staying ahead.

Review
THIS!

SEGA CD

3-D Battle Across Six Worlds



Each of your Walker Jacks has different abilities.

Death To Biomechs!

It's war. War between rival mining companies. You work for the Interplanetary Mining Corporation. You're trying to secure rights to the richest veins of the rare element Mordium in the galaxy. Only one thing stands between you and astonishing wealth — Biomechanical Incorporated. You're on a search-and-destroy mission to take out their biomech-piloted Insector strike craft. Controlling one of three

Walkers, you head out into hostile environments, weapons whirling. Clear out the stinking Biomechs, and it's all yours.



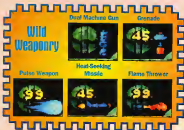
Bashing through the snow, in a two-legged, two-command war machine...



When your screen says "Mine detected," heads up. Start searching quickly. You've got a couple of seconds before it blows you.



Hit Start twice to turn on your radar. It stays in the top right of your screen until you turn it off.



Fire When Ready, Grisy

Battlecorps is built on the next generation of the engine that Core Design used for the hit game *AH-3 Thunderstrike*. As a result, you get plenty of wild scaling and rotation as you hunt down Biomechs in your Walker. As you move, you rotate to look and shoot at targets, totally independent of the direction in which you're heading. Lucky for you, quite a few things give you an edge. Voice-over commentary from your commander helps you get through the tough spots, and you've got lots of different weapons to blaze Biomechs with. You'll cheer when you find that you've got madmission save points, continues, and adjustable difficulty levels — " cuz you're gonna need 'em."



In this place seems dark and foreboding, it's for good reason. The Biomechs want your butt, and they're hiding behind most of the rock walls.

NOTES

- ✓ Listen to the spoken instructions throughout the game.
- ✓ If you see a flash, stop and pivot. You've been hit.
- ✓ Learn how each weapon targets and fires.
- ✓ Each of your different Walker Jacks has an edge in a particular area — like more speed or better armor. Choose them carefully.
- ✓ Your armor can take some heat. Some is the key.

OVERVIEW

For those of you who want to see the true power of the Sega CD unleashed on a killer tactical shoot-'em-up game with spectacular 3-D modeling, good news. Want great CD scaling, rotation, and lots of speech? Check out the state of the art in Action titles with *Battlecorps* from Core Design. This one-player game puts you at the controls of a Bipedal Attack Machine (Walker) in a battle across six worlds. With a screaming metal soundtrack and fantastic between-mission cinematics, this game pits you against a deadly cooperation in 30 separate missions. Pound the ground and blast bad-guy butts. Why? 'Cuz it's fun!

PUBLISHER: Core Design
CONTROLLER: 3-Button

PLAYERS: 1



BATTLECORPS



Review
THIS!

SEGA CD

Completely Out of This World

A Heart Act To Follow!

The Warden Must Die

In the first game, Lester, our hero, is sucked into an alien world as the result of a nuclear accelerator accident and imprisoned in a place where past and future meet. Here primitive humanoids man high-tech electric torture chambers. Your mission is to get Lester out by



you need to dodge the bat birds to get the whip. You need the whip to finish the game.

puzzling and fighting your way through this strange dungeon. Our hero is befriended and helped in his fight by a local desinen named Buddy. In part 2, Buddy has a flashback of what happened to his village during Lester's arrival, and



The whip does a lot more than give electric punishment. You need it to get around. Pretty handy tool, huh?

you play through the same time period as in part 1 but from Buddy's perspective. In short, you fight your way through to a final battle with the prison's Warden twice with a different path and character each time.



In the room with two guards and laser doors to the left, run in, make a shield, blast the first door with the power-up shot, make a shield, and so on.

OVERVIEW

Take two titles. That's right. Two. You get two great games on one disc with *Heart of the Alien* from Virgin Interactive Entertainment for the Sega CD. Both the all-new sequel *Heart of the Alien* and the original award-winning *Action/Adventure Out of This World* come on the same platter. As a single player, you'll battle your way through this cool blue world, electric weapon in hand, fighting your way out of a bizarre alien prison. With heart-pounding fun and heart-stopping action, this one's hard to put down.

PUBLISHER Virgin Interactive Entertainment PLAYERS 1
CONTROLLER 3-Button



Near Movie-Quality Feel and Sound

Each of the two titles has sweeping cinematic intros, spectacular death sequences, and incredibly lifelike rotoscoped character movement. You make your way through each room by puzzling out methods of escaping death traps made up of electric weapons, gas, plasma bolts, vicious beasts, dripping acid, and humanoids whose only purpose is to destroy you. Great digital stereo sound effects, voice, and music set the scene, and a password save keeps you from losing your mind by letting you restart near each untimely end. This is not just play—it's a game experience.



Must the generator quickly, and the beam below you goes out. Watch for the gas below.



You're almost in Lester. Make those shields and live at the guards.

HEART A L

OUT OF THIS



Key Buddy: Dodge his, run your alien butt to the left, and quickly.

OF THE I E N

WORLD PART II



It's a whip. It's a gun. Er, it's both? The name of the weapon is...a Shivering Whip.



I Hate It When This Happens...

Death. The Big D. Just when you think things are going great guns, something happens to toast your laters. Think you can escape the Grim Reaper in *Heart of the Alien*? Not a chance, bubba. Here are just a few of the ways you can go from death-defying alien to...decaying alien.



Nice kitty?



Some plants have a terminal case of gas. Terminal for you, that is.



But I'm a skeleton.



Hept I've fallen and can't get up!



I'm well! I'm well! I'm well!



Buddy who? Call me Spike.



That one's fun. Wait till the sword passes under you, pivots, and wallops one step away...then use your whip on the thing overhead. Buddy swings and hits the stage, who fires his gun at the enemy held as he falls. You land safe on the ledge.



Hey! There's Lester. Jump up, make a shield, move forward, and make a shield. Whip the plate from under Lester, and it falls on the gear's magnets. Move back to the nearest plate and hit Dene. Make a shield immediately (it not corner), and Lester'll deal with the gear.

NOT HINTS

- ✓ Write down those passwords — you'll need them.
- ✓ Make as few shields as you can on the way through. Your Shield Generator has limited energy, and it can be a while between recharges.
- ✓ If you are dying in a particular room, try different things or just change your timing. You'll get it.
- ✓ Don't kill any goads you don't have to. There are a fair number of times that you can get around fighting them.
- ✓ If you are unsure about what an object is, jump over it (or you could just get killed to see the great death sequence).

You Guys Finally Made It To Sega. What Do You Say?

It's
about time...
so chill!

Sounds
like a sweet
deal!

Sounds
great! ...How
'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frothy and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

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ClayFighter

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kinks on the block.

So, invite Bad Master Frosty, Ickybad Clay, Heiga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA GENESIS™ system.

Taito

Taito Corporation, Inc.
17102 Park Avenue
Irvine, CA 92614
(714) 262-9574



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The Adventures of Batman™ & Robin™

The Iceman Cometh

Gotham City's got gigantic grief, and Mr. Freeze is the cause. He's collected some of the worst villains the city has ever seen, and he's about to complete his super-powered ice cannon. Keep him

from turning the town into a wicked winter wonderland by taking on henchmen like The Joker, Scarecrow, The Mad Hatter, and Two-Face on the way to your final battle with Mr. Freeze. Look to Sega Visiava for more on our mighty crime fighters real soon.

OVERVIEW

Fans of the Caped Crusader are in for animated excitement from Sega this fall in *The Adventures of Batman & Robin* from Sega. The Dynamic Duo look like they walked right out of the hit animated TV series, and they should, 'cuz the art is done by Warner Bros. Animation *Batman* Animation artists. This one- or two-player simultaneous Action title puts *Batman* and the boy wonder *Robin* together again.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button



The Dark Knight and his sidekick are swinging onto your Genesis!



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Mighty Morphin' Power Rangers



The awesome Dragonzord goes toe to toe with evil Goldar.

It's Morphin' Time

Sega's *Mighty Morphin' Power Rangers* picks the fearsome livesome against the evil Rita Repulsa in an all-out martial arts battle against her immense army of subspace lowlifes. One or two players will be

able to battle enemies or each other in a variety of combat or cooperative modes. Stay tuned to your TV for the "Mighty Morphin' Power Rangers" show. And stay tuned to Sega Visiava for more on the action-packed *Mighty Morphin' Power Rangers* game.

OVERVIEW

America's hippest teen superheroes are morphin' their way to your Genesis. The *Mighty Morphin' Power Rangers* are starring in their first American Genesis adventure. If you watch Saturday morning TV, then you know these cool kids with the ability to morph into five colorful, martial arts powerhouses with slick, high-tech dinosaur vehicles. Triceratops. Mastodon. Sabertooth Tiger. Pterodactyl. Tyrannosaurus Rex. By day, they're your normal high school teens. But when danger calls, they become ultracool. Ultra-powerful. They become *Mighty Morphin' Power Rangers* with the ability to combine into the awesome Megazord.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button



**sneak
peek**

GENESIS

Astounding Animated Action A-Head

Head-Hunting Gets a Whole New Meaning

So what makes Headdy dynamic (other than additive gaming)? His headwear. Or rather, the way he wears his head—just loose enough to use as an attack device. This is a multifaceted cranium. It grabs onto things so Headdy can sling-shot his body past obstacles. It does a mean head-butt. It narrows through things. And that's just his good old ordinary head. Pick up other heads in your travels and you can work wonders. Headdy moves like the wind, jumps farther, and throws twice as far with his Super Head. Use the Vacuum Head to inhale every enemy and item onscreen. Use the War Head to blast everything and everyone. There are heads for every purpose. All you have to do is hunt for them.

Meet Your Foes Head-On

Dynamite Headdy has some of the hottest, most colorful graphics we've seen on the Genesis. It was done by the same wacky warped crew responsible for *Gunstar Heroes* and has even more vivid impact and punch. The foes are plentiful and varied—some are massive (nearly screen-sized), while others are small and fast moving. Each of the stage themes is a clever pun on a major movie title. Add an amazing number of tunes and sounds (many of them clear and funny digitized voices), and you get a well-rounded play experience. Enjoy this early look, and we'll give you hints, tips, and a wider view of the game in a future issue.

OVERVIEW

It is time. Time for another great character. Time for tons of new and different exciting game play. Time for astonishing colors and sounds of wild sounds. Time for *Dynamite Headdy*. Sega's new one-player Genesis cert tosses you headlong into a new type of gaming frenzy. Headdy's head doesn't fit the situation? Fine. Get another. Heads for every occasion: Vacuum Heads, Clear Heads, Pin Heads, Flying Heads, and many, many more. Want varied heads-up game play? You've got it in spades. Game play galore. Bonus rounds. Massive bosses. The works. There's only one thing to remember before you leap in head first...you'll need to use your head to get through this one!

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button



DYNAMITE HEADDY





Knock off the tankers on the tower in Toys N the Wood before crashing, and you get a bonus point.



In the Brown Under stage, you'll fight while trying to blow Mandy.



Visit the wind-up road to get bonus points in Scene 3.



Use the Tucker Head against the snake when his head is within reach. While he's frozen, wait.



In the first Practice area, get the Muffin shot or Vacuum Head to take out the key soldiers.



In the second practice area, climb, baby, climb.



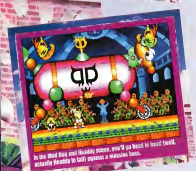
Use your nuggie in Toys N the Wood.



The third practice area is high-speed target practice fun.



The Vacuum Head inhales everything in sight.



In the Wood Day and Mandy scene, you'll go head to head (well, actually Mandy is tall) against a massive boss.



Collect the B to play this wild basketball bonus round.

The Return Of the King Of the Sea

**Just When You
Thought It Was Safe
To Go Back
In the Water...**

Ecco returns from the Vortex system a transformed dolphin, able to live beneath the sea without coming up for air. But evil has followed him from the planet Vortex. The Vortex Queen has destroyed the magical Asakuta. If it grows strong, the Vortex will strip the Earth seas of all life. To recover the globes of the Asakuta and restore tranquility to the seas, Ecco must travel across distance and time, battling undersea enemies, racing through teleport rings, and singing to friends from the past and future.

Ecco. The Tides of Time has tons of surprises for Ecco fans, both old and new. The intrepid dolphin can now travel through the air with singers of the future. In

tubes of water, and in the form of a seagull. And he can morph into other sea creatures as well. Each of the 48-plus levels are bigger and more fun than ever, and they're filled with puzzles, treacherous twists and turns, old and new friends, and many new enemies.

Ecco's mission to restore the Asakuta will take you far into the future...and into new, uncharted universes of gaming fun and challenge. This time, the Vortex Queen knows you're coming. This time she is prepared.

And if she defies you, the Queen will be ready to feed. Stay tuned to Sega Visions for an upcoming special strategy section on Ecco. The Tides of Time.

OVERVIEW

Two years ago Sega rocked the video game world with the release of *Ecco the Dolphin*, the first video game to give players the experience of exploring the undersea world as a bottlenose dolphin. Ecco's quest to defeat the Vortex was big, bold, and out of this world. Now his adventures continue with a game that's even bigger. Even better. It's loaded with the features that made Ecco so much fun, plus new 3-D scenes, time travel, new suspended water tubes, and the ability to morph into different animals. The difficulty is also better balanced than in the original. With more than 40 levels and a password save, this is an undersea adventure you'll never forget.

PUBLISHER: Sega
CONTROLLER: 3-Button

PLAYERS: 1



Glyphs, those remarkable crystals from the past, exist all over the game. Some act as gateways. Others contain secrets to aid you in your quest.



Vortex Ecco has will recognize this Vortex enemy. It appears much sooner than you'd think.



Enemies you might associate with cold, deep water have found new homes. But they're still enemies.



Ecco's new sonar shows more of the surrounding area than ever before.



The Asakuta left teleport rings that will take you great distances, if you swim through.



At times you'll come face to face with poise. You can't pass until you've learned whatever you have to say. Who said time travel wasn't confusing?



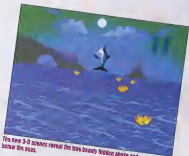
The Singers of the future can help Ecco gain access to the water tubes for sky-borne travel.



Many of Ecco's old enemies are still around. But Ecco is fast enough to take the bite out of any shark.



This is Trelve, Ecco's descendant from the future. She will help you on your journey to reach the hiding place of the Vortex Queen.



The new 3-D scenes reveal the true beauty hidden above and below the seas.

ECCO

THE TIDES OF TIME



At certain points in the game, Ecco can morph into a seagull. Of course, the seagull has their own particular dangers.



Some of your old friends have given you new friends. Can you guide them safely home?

Tides of Time In Your Pocket

Ever wanted stars in your pocket like grains of sand? Ecco: The Tides of Time is coming to the Game Gear too. This portable version of the intrepid dolphin's latest adventure will have you traveling through time in more dangerous waters than before. Ecco: The Tides of Time will feature 17 levels of incredible underwater adventure. Morph into other sea creatures as you try to stop the Vortex Queen from destroying your beautiful world.

**Sneak
Peek**

GENESIS



Phantasy Star's Grand Phinale

**The Final Game in Sega's
Most Exciting RPG Series!**

Phantasy Star IV is the biggest and best game in the series. Weighing in at a hefty 24 meg, Phantasy Star IV delivers phenomenal graphics, storyboard-style cinematic sequences, awesome sound, and the ability to combine attacks. The adventure

is broad and sweeping, containing many side quests before you reach your final goal — and the battle to end all battles! Playing as the central character, you control the actions of four magic- and nonmagic-using characters who join you during the game.

Phantasy Star IV takes you into the future 1,000 years after Phantasy Star II, when the space prison Gaea destroyed the planet Palma and sent the Algal Star System back into the metal age. Motavia has become an arid desert planet and Desoria a blizzard planet, covered by drifts of snow and ice. And the followers of the Dark Force



What's hiding in the basement of the Motavian Academy? Your first quest is to find out. Call it a bug hunt.

have continued to keep a foothold in the star system, led by a mysterious dark wizard named Ito.

With the full wrath of the Dark Force, Ito has unleashed herds of bio monsters across Motavia. These creatures have spread like a plague across the face of the planet, finding strongholds in every shadow, dungeon, and tower, infesting villages large and small. With the increase in monsters has

come a new profession: monster hunter. This is where you enter the game. You are a novice monster hunter. You have been summoned with your instructor to the Motavian Academy to destroy the monsters growing in the basement. What you learn there will begin a journey that will take you to the stars, and beyond.



Each town is filled with buildings, shops, and NPCs.



Character look, feel, and interface will be familiar to all Phantasy Star fans.



The cave? The cave? You can't get there from here!

Adventurers Across Time

The world of *Phantasy Star* has evolved greatly since the Dark Force first brought evil to the Algol Star System. You can see the changes in the cast of adventurers.

The Original Phantasy Star Cast

Alis



WE WILL BE FOLLOW
THROUGH...
I'M ALIS. WANT
TO KNOW MORE?

Myau



I'M MYAU.

Odin



THANKS FOR SAVING
ME. I WISH IF
HEAVEN CAN STOP
THE DARK FORCE.

Noah



LET ME SEE IT....
OUR DUTY IS CLEAR!
WE MUST PROTECT
THE PEACE OF THE

The New Adventurers

Josh



Elena



Ali



Gryz



Traces of the Dark Force can be found almost everywhere you look.



The Land Rover has always been excellent ground transportation.



Control by Land Rover allows you to meet and roast enemies.



Magical attacks are full of sharp, explosive graphics.



Phantasy Star IV excels in giving you the ability to combine attacks.

OVERVIEW

Five years ago Sega made role-playing history with the release of *Phantasy Star*, the first RPG with 3-D, first-person perspectives and combat. The adventures of Alis and friends to defeat Lassic and restore peace to the Algol Star System led to *Phantasy Star II* and *Phantasy Star III* on the Genesis, two titles that have set the standard by which all RPGs are judged. Now Sega is bringing the *Phantasy Star* saga full circle. Past is about to meet present in the last chapter of this epic series. Prepare yourselves for an adventure like no other. Prepare for *Phantasy Star IV*, the End of the Millennium.

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button



Character interaction leaps beyond the static screen with comic-book-style panels that deliver the power and excitement of each moment.

**Sneak
Peek**

GENESIS

Calling All Animaniacs!



Yakko warns things with his mouth. Such a lack, and it looks...

OVERVIEW

Yakko, Wakko, and Dot are hot, hot, hot! The stars of the No. 1 syndicated cartoon show are soon to shine in their very own Genesis game, appropriately called *Animaniacs*. This Konami one-player title has you controlling all three of the characters at the same time (one leads and the others follow). Each character has a different talent, so you'll be switching regularly to puzzle your way through this Action/Strategy cart. The three are funny, sarcastic, and nutty, just like on the cartoon. They'll have you groaning and laughing as you try to collect props off weird and wonderful movie sets.

PUBLISHER: Konami
CONTROLLER: 3-button

PLAYERS: 1



The Wild Warner Brothers (and Sister)

The *Animaniacs* are at home in the Warner Bros. Studio in Southern California, when one of them gets the idea that they can meet celebrities by opening a hip pop-culture shop. To fill the shop, they have to collect famous props from big movies. So out they go into the wilds of the Studio sets in search of items.

Each of the characters has a particular talent that helps you past various tricks and traps. Yakko attacks with his Paddle Ball and pushes or pulls things, Wakko bashes obstacles with his Mallet, and Dot charms creatures by blowing a Kiss. After an early practice round, you puzzle your way through six sets, like Jungle, Space, Western, and Horror (each chock-full of movie parodies). After each level, you receive a password for your efforts.

Stay tuned to *Saga Week* for more in-depth coverage of *Animaniacs*.



The most recognizable landmark at Warner Bros. Studios is the Water Tower. This is where your wacky adventures start.



During the practice round, you take all the characters through their paces. Here Yakko pushes a crate to get over an obstacle.



Leap into the cannon for a bang of a ride.



You'll meet key Animaniacs characters like The Horse and Dr. Scratchansniff. Hellooo Nurse!!



At the end of the Jungle set, use Wakko's Mallet to launch spiked balls of the guard and avoid his attacks.



Ball is a shatterer all right. The Studio gates are guarded? No prob. Blow a really charming kiss.



In the Jungle set, you have to beat Dirk Rappard's hat.



There are things to find in hidden areas. If you can puzzle your way to them, that is...



Play Bonus Rounds like Animaniacs Roulette, in which you try to increase your spectacular stash of stars by spinning the wheel.



Yakko uses his Puddle Ball to get the Set Security Officer to back down for a moment.



Use Wakko's Mallet to raise and lower tracks as you ride the Moving Car.

ANIMANIACS characters, names, and all related names are trademarks of Warner Bros. © 1993

SEGA WARRIORS • FALL 1993/SEPTEMBER 1994

**Sneak
Peek**

GENESIS

Boogerman

A Pick and Flick Adventure

What's Green And Gross And Gobbed All Over?

Learn the Loogie Lexicon

Let's focus on the things that you can get Boogerman to do (don't blame us — this stuff is really part of the game). Button A causes Mr. Fun 'n Filmlike to flick Boogies. After you collect a Milk Carton, you crouch and hit Button A to spit Loogies. While standing, Button C causes B-man to Burp.



You can jump on your enemies, flick boogies at them, suck a Loogie, Burp, or (gasp!) use Fart to clear away.

When crouched, Button C makes him (excuse us) Fart. Hold Button C down long enough for Powered Up versions of the Burp and (again, sorry) Fart. Collect the Chili Pepper and you get Blazing Burps and (apologies) Fiery Farts. Once you have the Chili Pepper and enough Gas, you can also fly.



Here we have Boogerman doing what he does best. Use your Boogies wisely — you have limited Mucus.

Jump and hold Button C in the air, and the Games jet out his (ahem) butt. Repeat positions are snort-excreted outhouses, and B-man uses his (we'll be nice) natural gas to open blocked passages.



The Powered Up Burp blasts all enemies in its path. What a belch!



The Powered Up (really apologetic, last one) Fart clears the area nicely.

WARNING

Boogerman is disgusting. Really. While some of you may love this sort of gross humor and adventure, we realize others might find it offensive. It contains gratuitous flatulence, rampant excretion, and more than a little lowbrow humor. For those who are disturbed by these subjects, we suggest that you skip over this page and move on to sunnier climes. Those brave individuals that enjoy this stuff ought to be ashamed but probably won't be.

YOU'VE BEEN WARNED!!!



Flick Training



- 1 Mucus Meter
- 2 Milk (for Loogies)
- 3 Chili Pepper (for Fiery Burps and — pardon us — Farts)
- 4 Gas Meter
- 5 Remaining Boogiesmen
- 6 Score
- 7 Flanges (to build ladder to Bonus Rounds)

OVERVIEW

Digital digging, farming for fat ones, nose-goblin hunting, and nostril mining all have one thing in common. You can now do them on your Genesis. *Boogerman: A Pick and Flick Adventure* from Interplay puts a new spin on nasal mucus warfare. This impolite one-player Adventure cart has rude written all over it. As the newest in bodily-function heroes, Boogerman takes jaded gamers to disgusting new depths. This one is gross, seriously gross.

PUBLISHER: Interplay
CONTROLLER: 3-Button

PLAYERS: 1



STREETS OF RAGE 3

Go electro! Mr. X's minions must their match in Dr. Zan's electrifying Robotic Beach!



Lift-off! Use Skate's shuddin' airborne rollerblades spin-attack to Battle the 'Bots!



Axel and Blaze are back and getting their kicks with all new Martial Arts Moves!



It's an all out turf war featuring MORE weapons, MORE moves and MORE cut-throats action than ever before. Mr. X has hatched the ultimate evil plot-but what L.O. didn't count on was a tone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 34 megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma pumping music!



HIT 'EM LIKE A TON O'BRICKS!

AND TAKE BACK THE STREETS
WITH SEGA GENESIS

**Sneak
peek**

GENESIS

**This Game Has
Nothing to Do
With Ollie North**

CONTRA-HARD CORPS



Avoid the deadly reach of the enemy where he loots behind. When he moves in for the kill, position yourself and blast away.



This enemy takes vengeance in different forms. Blast 'em down!

A Hot Time In the City

An evil crime syndicate schemes to take control of the city during post-apocalyptic confusion. They've already seized control of the city's defense system and activated a horde of mechanized and genetically altered soldiers. Your mission is to reclaim the city and

uncover the conspiracy at the core of the terror. At your command are the forces of the Contra Unit: a select group of government soldiers equipped to handle anything.

Contra-Hard Corps delivers solid run 'n' gun action. Choose from four warriors: Ray, the hard-hitting team leader; Sirena, lethal guerrilla tactics expert; Fong, the genetically engineered wolf man; or Brownie, the robotic superspy.

OVERVIEW

Gamers who like their action fast, furious, and fraught with firepower, look no further. The popular *Contra* series lands on the Genesis in *Contra-Hard Corps*, the new 16-meg Action/Shooter from Konami. Packed with loads of extreme enemies, an assortment of awesome weapons, and 11 challenging levels (including a number of special 3-D stages), this one- or two-player bullet-blasting extravaganza is truly a gamer's delight. Teach your enemies to dance — the hard way.

PUBLISHER: Konami America
CONTROLLER: 3-Button

PLAYERS: 1 or 2

NYR
Not Yet Rated

This cart has a nonlinear story line with multiple paths that lead to different endings. You can replay a number of times, each with a variety of results. You get lots of high-powered weapons to choose from. Try the needle laser, homing gun, crush gun, or mine sector, and you'll really be playing with power.



Master power-ups provide different attack capabilities to the various war character.



Fight this enemy while hanging from the wall, and don't let him escape. If he scrolls you offscreen, you'll pay a heavy price.



Target the jewel eye to knock out the mechanical cyborgs.

WORLD CHAMPIONSHIP SOCCER™ II

No bruised shins. No lame refs.

No butter-fingered keepers.

Otherwise, the real thing.



You now control the fate of 32 teams from 32 countries. Who will be world champion?



You have 8 predefined offensive and defensive formations to choose from. Your opponent doesn't have a chance.



Instant replay confirms it. The Brazilian forward just fired the game winning goal.

SEGA
SPORTS



**Sneak
Peek**

GENESIS

Sick Simpson's Spin-Off Spins Out Forball Fun

Itchy and Scratchy Tear Up Your Genesis

Fifty Ways to Leave Your Liver

You'll play as Itchy, trying to snuff out cheese and other power-ups. Oh yeah, and you're also out to clutter your future nemesis before he makes a meal out of you. The two of you fight it out with dynamite, pickaxes, chainsaws, and a variety of large, blunt objects. With 40 different weapons and 40 graphic fatalities, *Itchy and Scratchy* takes cartoon violence to outrageous heights. Squish, dismember, blow up, electrocute, and slash your way through seven no-holds-barred

levels, including a Wild West showdown, a high-voltage construction site, a haunted mansion, and an underwater struggle. Sick enough for you? Stay tuned to Sega Visions for future coverage of this deranged duo.

The ITCHY & SCRATCHY game



Itchy and Scratchy don't eat along communally, but they do have an underwater level.



Five-foot flukes that behave like Wild West levels.



MATT GROENING



Scratchy is not the only one with an ax to grind in this haunted house.



Scratchy takes commedia al'arte from his personalized pirate ship.



Matt Groening took a ball of dynamite!



Itchy likes making bomb-bomb combinations with you as the bread.

OVERVIEW

You think Bart Simpson has a temper? Wait till you see *Itchy and Scratchy* from Acclaim Entertainment. You've watched these two natural enemies rip each other to shreds on TV (and you know that's not an understatement). And soon the stars of Bart and Lisa's favorite show will unleash their cartoon mayhem on their very own Genesis Action game. If you prefer sharp-edged comedy and over-the-top cartoon violence to saccharine cartoons, this is the game for you.

PUBLISHER Acclaim Entertainment

PLAYERS 1

CONTROLLER 3-Button

NYR
RATED BY ESR

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a higher level
of gaming.



Cut the cord



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arcade
pad

remote arcade
system



Remember, if it's not SEGA, you lose.

6 button
arcade
pad

SEGA

6 Button Controllers

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Jordan Shoots Against Off-Court Menace

Michael Jordan
In Chaos in the
Windy City

Elimination Rounds

The trouble begins when Jordan shows up for a Chicago charity game—alone. A basketball crashes through the ceiling, and there's a ransom note attached. It leads Jordan on a wild chase throughout Cranium's hide-outs in the Windy City, from his factory to his cells, his sinister lab, and the showdown on the river. Jordan's gotta hop the city's el trains to get from location to location—they're side-scrolling levels in themselves.

All Jordan's signature moves come into play. Dunks, back shots, flips, and twists are all part of the action. He'll sink baskets in every imaginable way to acquire power-up b-balls that seek, flame, or freeze his oversized foes. Where does he get the energy?



Cranium's lab is filled with all sorts of unfortunate specimens.

Sport drinks and breakfast cereal, of course.

Puzzle solving is also on the agenda. When Jordan finds keys, he can rescue hostages who'll give him clues. And then there's the pressure of a ticking stopwatch—Jordan doesn't have forever to unravel Cranium's twisted plans. Sheesh. Who ever thought retirement would be such a challenge?



He'll take some sharp shooting to take out this mutated splinter.



Jordan never had to jump like this on the court.



Laser-blasting surveillance eyeballs weren't Jordan's usual opponents a couple of years back.



You'll slam and jam enemies all over the Windy City.



Win power-ups for dunks like this one.

OVERVIEW

Michael Jordan has been keeping mighty busy since hanging up his Chicago Bulls jersey. First he took on baseball's minor leagues. And soon he'll be up against a psychotic scientist in *Michael Jordan in Chaos in the Windy City* from Electronic Arts. This combination Action/Sports title pits Chicago's hero against the mechanized forces of Dr. Max Cranium, who's abducted all the other great basketball players of the world. Armed with only his basketball, Jordan will try to slam, jam, and outshoot the forces of evil. Can he make the world safe for athletes everywhere? He may have left the Bulls, but he still knows a thing or two about basketball.

PUBLISHER: Electronic Arts
CONTROLLER: 3-Button

PLAYERS: 1



neglecting certain
body parts?



TEAM PLAYER™

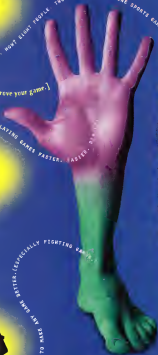
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[they will improve your game.]

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GENESIS EXTRAS



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**Sneak
Peek**

GENESIS

**Sega Visions
Sneak Feature!**



A young Simba learns how to survive in his new environment by running, jumping, and pouncing...and by alone calls.



Fell grown, Simba now has the power and skills to return to the pride lands and reclaim his rightful as an all-out battle with Scar.

Disney's THE LION KING

The Cub Who Would Be King

Based on the stellar hit animated feature film, Disney's *The Lion King* Genesis is the story of Simba, a lion cub who must venture into the immense, awesome landscape of the African plains and earn his birthright as King of the Lions by defeating his evil uncle, the lion Scar. The game's characters and backgrounds were designed using the same Digipal techniques that Disney's *Aladdin* made so famous. The result is the most realistic re-creation of a four-legged animal to be seen on a video game system, placed in a world that will appear to be taken directly from the movie. In addition to side-scrolling levels, players are in for some remarkable first-person surprises. The game will feature music from the movie score as well as roars that will raise the hair on anyone's neck!

Disney's *The Lion King* will feature ten levels, six taking you from

life as a cub, and four to the final confrontation against Scar as an adult. Good players will find bonus levels featuring Pumbaa the warthog and Timon the meerkat, two of the lovable characters from the animated film. By breaking the game into two distinct sections, Virgin Interactive and Westwood Studios have created a game that starts out as a platform action/adventure title and graduates to a sophisticated combat-oriented Adventure title as you prepare for the battle with Scar. Special moves like the slash attack and the nail attack are earned as you become more experienced and "grow up." Check out upcoming issues of *Sega Visions* for extended coverage of Disney's *The Lion King*



Simba takes on one of the evil inhabitants of the Elephant Graveyard. The prince of young Simba has evolved to the ability to make bigger pounces and jump higher.



The Lion King ©1994 Walt Disney Company. ©1994 Virgin Interactive Entertainment, Inc.

OVERVIEW

This fall, Disney and Virgin Interactive Entertainment are bringing you to a new world of adventure. It all began with the delights of the Far East in Disney's *Aladdin*, the first video game to combine the magic of Disney animation and high-tech, video game wizardry. Then followed Disney's *The Jungle Book*, placing you in the jungles of India. Now venture to the African veldt in Disney's *The Lion King*. *Sega Visions* has been following Disney's *The Lion King* ever since we saw it in preliminary sketch form last year. We've been expecting great things. And what we're showing here will have you growling for more!

PUBLISHER Virgin Interactive Entertainment PLAYERS 1
CONTROLLER 3-Button

NYR



claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you eat up in seconds. They're the kind that can cut down a nine-inch paper, spit-hot, burning snake, hellfire hot, crazy hot, or really mean!l, stink monkey. In the new video game, Disney's *The Jungle Book*, a human can save your tail and really mess up someone else's. You'll see all your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and scenes straight from the Disney movie *Disney's The Jungle Book*, even feature movie-like action-adventure sequences. From King and Shere, the same company that created *Starline*

A cartoon illustration of a young boy with dark hair, wearing an orange shirt and pants, climbing a green vine. He is holding onto the vine with both hands and one foot, looking up towards the top of the vine. The background is white.

Disney's The Jungle Book



The effect was also associated with the other non-steroidal anti-inflammatories (NSAIDs). The mean age was 66.6 years, 41% were female, and 55% were white. The NSAID was taken for a mean of 10.5 years. The NSAID was taken for a mean of 10.5 years. The NSAID was taken for a mean of 10.5 years.

_____ Karl.Schneiders@univie.ac.at <http://www.univie.ac.at/philosophy/people/schneiders/>

**Sneak
Peek**

GENESIS

The Rocket Knight lives to light another day!

Sparkster Fires Up Your Genesis



Possum Propulsion Power

Sparkster lands feet first in his new Action/Adventure a little older, a little wiser, and with the knowledge that freeing his world from evil is going to be tougher (and more fun for us) than he thought. He's not just older—this power-

ful possum is better. Bringing lots of sensational new stages, seriously challenging traps, and secrets embedded in the game, this Rocket Knight is going to have you glued to your controller. You get more control of his rocket moves, a wild and colorful new spin move, and lots more items to collect along the way.

OVERVIEW

America's favorite jet-packed hero returns in *Sparkster* for the Genesis from Konami. This one- or two-player thumb-burner of a title features the wily opossum from *Rocket Knight Adventures* with new moves, more power, and lots more attitude. Whether he's battling baddies while hanging from his tail, blasting like a rocket into the sky, or skewering his opponents with his blazing blue sword, this guy is a marsupial to be reckoned with.

PUBLISHER: Konami

PLAYERS: 1 or 2 (turn taking)

CONTROLLER: 3-Button



You light the first boss by bouncing on trampolines and doing your rocket move at him when you hit the right height.

SPARKSTER



Collect the little Knight head for a 1-Up.



When you are sliding down a rope by your tail, remember that enemies often are riding the same line.



Check out Sparkster's wild new Rocket Blast.



Use your sword against flying opponents by jumping and hitting Swing.



Search for hidden rooms with seeds, like this space in the trees.



The opossum's colorful new spin move clears bad guys outta your way.

2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS



THE HISSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL HEAVEN CORN DOWN IN THIS AMAZING 3-D SHOOTER.

"Face of the Galaxy" series of games will be played in the cockpit of this great looking CD!"
Electronic Gaming Monthly, April '94

"The use of three different vehicles, a panel behind the spacecraft perspective, 3-D graphics, and dramatic music intensify the action."
GamePro, CES Showstoppers, April '94

"If you've been waiting for another great shooter for your Sega CD, better wait no longer. Soulstar is coming."
Game Fun, April '94



TACTIC CONTROL IN THIS 81-TICK, TACTICAL BLASTFEST THAT REEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED '90 YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 30 TERRAINS '90 THE CYBER-PSYCHIC BOSS ON THE TERRIFYING 12TH LEVEL.

"The first Core game is an incredibly rich simulation game called Battle Corps!"
Electronic Gaming Monthly, April '94

"The control in Battle Corps is awesome... This gives the game a very realistic feel."
Game Fun, February '94



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**Sneak
Peek**

GENESIS

Rockin' & Sockin' With the Stones

Euphonioust!

The Stone Protectors start out as just another band of gangly, tone-deaf wannabes. The crowds even throw stuff at them. All that changes when a weird and wild collision fuses the guys with five gemstones from a distant planet. Suddenly the band members have muscles! Suddenly their hair looks OK! Suddenly they can play! Suddenly they're *euphonioust*! (These guys have a word for everything.)



High kicks are among the tricks of the trade at your disposal.

But the Stone Protectors' earthy triumph is short-lived. In a matter of minutes, they're whisked off to the planet Mydrander, where the sick tyrant Zok holds sway. He'll stop at nothing to find a sixth magic gemstone, and only the Stone Protectors can free this futuristic world from his clutches and stop him from expanding his



See ya, gneppat!



Chester swings a mean set of maces.

STONE PROTECTORS

Egregious!

You'll play as any of the boys—Max, Angus, Chester, Cliff, or the lead crooner, Cornhusk. Each rockin' dude will pick up different power-ups—and each one is already pretty swift with his fists. These guys can wait on Zok's lizard soldiers bare-knuckled or with any of the weapons they pick up. And what an egregious assortment (to use the fellas' favorite word). Yeah, you've probably seen bazookas, whips, and even hockey sticks before, but when's the last time you fought with a toilet plunger or a telephone? Hey, we said the band was twisted.

twisted empire. The gang will have to duke it out through seven levels of side-scrolling action to quash their foe, through a crystal mine and a rock causeway all the way up to Zok's throne room.



This level of strength can dash bad-guys to the ground to pick up power-ups inside.



Beach party! Two Sto Prot join forces in two-player mode.



Angus picks up some heavy artillery in the throne room.



Power-ups like this hockey stick escalate the mayhem.

OVERVIEW

They're a rock band. They're a rescue squad. They're Stone Protectors, and they'll be coming to your Genesis soon from Vic Tokai! This one- or two-player Fighting/Action title stars five incredibly buff musicians who pack more than the latest tunes. Lucky for them, 'cuz they're about to be whisked into a lethal battle with a whole army of extraterrestrial reptiles. And these twisted rockers are gonno wage war like nothing you've seen before.

PUBLISHER: Vic Tokai
CONTROLLER: 3-button

PLAYERS: 1 or 2



U.S. GOLD

PRESENTS

**THE INCREDIBLE****HULK™**

HE'S BIG, HE'S MEAN, HE'S GREEN...

... AND YOU WOULD BE TOO IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF. SO COME ON, GIVE HULK A HAND BATTLING CLASSIC MARVEL VILLAINS LIKE RHINO, TYRANNUS, ABSORBING MAN AND THE WEAVER! HULK WILL PROVIDE THE BRAIN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.

Oh... ah, the Leader has green and roared Bruce Banner another message... and you know what that means!

AAAAAAAAARRRRRRRRGGGGGGHHHHH!!

Travel high above the city with Hulk and help him put his brute force on Rhino and his friends!



**COME ON...
IF YOU THINK YOU'RE
TOUGH ENOUGH!**



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**sneak
peek**

GENESIS

Combat That's in Your Face!



When things go hot...you're dead, dead, dead.



You need the fire extinguisher to get past blazes in the maze.



Collect the night-vision goggles to get through darkened corridors.



The grenade is slow but can take out multiple enemies in a single bang.

ZERO TOLERANCE



Your enemies move quickly. First and foremost. Make every shot count — you've got limited ammo.



Collect the scope for a wide-angle peep at enemies. It stops a nemesis dead in their tracks.



Your laser target if random gives you extreme accuracy.

Wielding Wicked Weaponry

Blasting your way through three massive levels (the Space Station, the City, and the Basement), you must revert 12 types of enemies to room temperature. As one of five soldiers, you'll collect an arsenal of weaponry that might just help you survive. There are handguns, grenades, machine guns, rocket launchers, shotguns,

laser-sighted weapons, and your bare hands and feet. Protective items include night-vision goggles, a bio scanner (to locate enemies), a fireproof suit, and a fire extinguisher. In addition to the great 360-degree movement, you can jump, sidestep, and crawl. No matter how you play it, you'll be playing for keeps!

OVERVIEW

Fans of first-person-perspective carnage games are gonna love Zero Tolerance from Accolade for the Genesis. This one-player 3-D 360-degree maze battle gives you action in the style of *Doom*. You gotta run and gun your way through levels chock-full of enemies, weaponry, secret rooms, and power-ups. Take out the terrorists before they do the same to you. This one will keep you on the edge of your seat, dodging hailstorms of lead from every direction.

PUBLISHER: Accolade

PLAYERS: 1

CONTROLLER: 3-Button



VIDEO GAMES ARE

LIKE HIGHTOPS.



THE NEW ONES

ARE COOL,

BUT AFTER

AWHILE THEY

START TO STINK.

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VIDEO

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Review
THIS!

GENESIS

Yuri Kidnapped, Ryo Fighting Mad!

Smash, Bash, And Mash

In the single-player Story mode, you take Ryo or Robert up against nine fighters in succession, each tougher than the last, in hopes of saving Yuri. Learning the special moves and using them wisely in relation to your Spirit level (no Spirit, no move) is the key to smashing your way past each opponent. In the two-player game (with the champ of your choice on the other controller), you choose from all ten of the fighters and

bash your way to glory. Either way, carefully using your taunt to deplete the enemies' Spirit is a way of ensuring that they can't use it to make killer moves.



Search your tons with Mr. Big's Giant Blaster. Tap Down, Down/Toward, then Toward and hit Button A.



Light your opponent's face off with Ryo's Tiger Flash by tapping Down, Down/Toward, then Toward on the D-Pad and hitting Button A.



Use Button C on the 3-Button or Button X on the 6-Button controller to taunt away your opponent's Spirit energy.

OVERVIEW

Straight outta the arcades and into your living room, it's *Art of Fighting* for the Genesis from Sega. Join Robert and Ryo in their battle to save Ryo's kid sister Yuri. Any gamer can play this one- or two-player fighting frenzy, but it takes serious skill to master. With tons of special moves, ten characters in Versus mode, taunts, expendable Spirit levels (without Spirit there are no special moves), and amazing 3-D backgrounds, this is a cart for true Fighting-game fanatics.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button (recommended), Activator



Bonus Rounds With Teeth

In most Fighting games, you go through Bonus Rounds and then wonder why you bothered. They don't do anything for you—they just seem to get in the way of the battle. Not true with *Art of Fighting*. If you complete a Bonus Round properly, you gain. And those gains are important—they may make the difference between winning and losing in the later



Tease those marshmallows with Ryo's Burning Uppercut. Push Gave, Down/Toward, then Toward on the 6-Pad, and hit Button A.



Show 'em who's boss with Ryo's Firing Attack. Do it by hitting Down, Down/Back, Back, then Up/Back diagonal on the 6-Pad, and hit Button A.



Like your enemy's middle ring? How about Ryo's Tiger Flash? Tap Down, Down/Toward, then Toward on the D-Pad, and hit Button A.

HOT HINTS

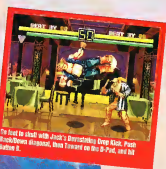
- ✓ Learn the moves by playing a two-player game on your own.
- ✓ Time your Spirit restoration and taunts carefully. Otherwise you'll take big hits.
- ✓ Win the Bonus Rounds. You get important gains.
- ✓ Dash in and throw. Get the timing right, and you'll win more often.
- ✓ Use the Triangle Kick as you pass over your opponent.



Deliver a face with Ryo's Turbo Attack. Press Back/Down, Back, then Toward on the D-Pad, and hit Button A.



Give your enemy the burn with Taki's Wall of Fire. Be it by pressing Down, Down+Forward, then Forward on the D-Pad and hitting Button A.



The fun to start with Jack's devastating Drop Kick. Push Back/Down diagonally, then Forward on the D-Pad, and hit Button B.



Keep a serious burning with Robert's Premium Kick by going Back/Down diagonally, then Forward on the D-Pad and hitting Button B.



Press Button A, B, or C and hold it during a match to unleash your fighter's regular Super.

Review
THIS!

GENESIS

Feel The Rage!

Could It Be Mr. X?

Along with all the cool new stuff, Streets fans will recognize a few not-so-friendly faces. Strange things are happening around town, and it sure seems like Mr. X is behind it all. Bombs are exploding all over the city, the local authorities are acting really

bizarre, and street thugs are having a field day. You know Mr. X to smithereens in Streets of Rage 2, so what's the problem? It couldn't really be Mr. X... could it? Blaze, Skate, and Axel will turn the streets upside-down to find out. With the help of their electrifying new friend, Dr. Zan, they're practically unstoppable.

NOT HINTS

- ✓ The X, Y, and Z buttons on a 6-Button controller give you immediate access to moves that you normally have to earn the right to use with a 3-Button controller.
- ✓ When you're attacked from all sides, use your special move and possibly some health points — even if your health meter is low it beats a complete wipe-out.
- ✓ Throwing an enemy over the edge is a snap, and it saves you a lot of punching and kicking.
- ✓ Reverse plenty of time to finish the game. You've gotta get through seven levels and more than 20 stages without passwords or saves.
- ✓ The throw is the most powerful move in the game.
- ✓ If a reverse throw won't break an enemy's hold, use your character's special attack — it's a guaranteed escape.
- ✓ Search each area thoroughly for hidden goodies.
- ✓ There's more than one way to end the game.

OVERVIEW

Hey, Streets of Rage fanatics, it's time to rage on with Sega's Streets of Rage 3 for the Genesis! Axel, Skate, and Blaze are back and ready to go totally ballistic with their new friend Zan. Whether you prefer side-scrolling Fighting/Action or head-to-head competition, this game delivers. One or two players can slam it out with a 3- or 6-Button controller, or they can really swing into action with Sega's full-scale mean machine, the Activator. Any way you play it, it's hard-hitting urban warfare.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button (recommended), Activator



Axel

Crowd control is Axel's specialty — he combines power and a long reach. On the down side, his speed and jumps can't hold a candle to Skate's.



Great balls of Axel! Axel's Dragon Smash is a killer when you press the D-Pad toward the enemy and press Button A.



Axel gets up close and personal with his Head Butt. Grab the enemy and press Button X.



You can't miss Axel's devastating Grand Hurricane by pressing Button X, Away, Away/Down, Down, Down/Toward, Down, then Toward and Button X.



Don't blink! Press Button A when Axel faces a group of thugs, and you'll know why this attack is called the Dragon Wing.

Skate

Skate has everything that Axel doesn't. He's faster than a speeding skater, and he can clear tall riff-raff in a single bound.



It ain't easy getting Skate when he uses his Head Kick. Press Button C, then X.



Pull off Skate's signature move, the Double Spin Kick, with Button A.



Now that's a power move! Get up close to your opponent, grab him in a Full Nelson, and press Button X.



Skate's Dynamite Head Butt makes 'em beg for mercy. Dash toward the enemy by double-pressing the D-Pad. Then press Button X.

What's New?

- ✓ **Faster controller response.**
- ✓ **A special-move power meter.**
- ✓ **Bigger, brighter, smoother, faster, leaner, meaner characters!** The crew has new moves, new friends, new enemies, new music, new locations, and new weapons. Are you ready?
- ✓ **Awesome Blitz attacks.** Each time you rack up 40,000 points without dying, you get a star. With three stars, the Blitz attack will have your enemies running scared.
- ✓ **Dr. Zan, a cyborg with devastating power and speed.** He'll give any street thug a good shock.



STREETS OF RAGE 3

Blaze

This seriously tough woman is the leader of the group. Her technique — that's accuracy — is the best of the bunch, and her other skills are well balanced.



She does, she does! & Blaze was a loner, she deals a Violent Cut when you press Left or Right and Button A.



Blaze's World's Worst draws an enemy to a dash. Press Button A while walking toward him (and so, it's not what you think).



Send 'em Blaze's Flying Bomb Cut when attacked by a group. Double-tap the D-Pad to dash toward them, then press Button B.



Behind Blaze's Supporting Double Cut on a 6-button controller by pressing Button X, then Y, and Up on the D-Pad.

Zan

Zan is a long-range fighter. He's got the greatest reach, lots of power, and a high-voltage handshake.



Zan's Thunderbolt can break up a party pretty quick. Press Button A as you approach the thugs.



Zan's Blitz Attack can also destroy a ton of enemies. Dash toward them and press Button B.



Howling, anyone? Pick up any weapon, press the D-Pad toward your toes, and press Button B.



Light up an enemy's life with the Power Spark. Just press Button A.

Review
THIS!

GENESIS

Toothsome Tornado on Target!

TAZ Devil-Happed

Marvin the Martian has made the mistake of the century — thinking he could keep TAZ in a cage. Not only are you gonna break TAZ out, but you're also gonna make Marvin wish he'd never watered his Instant Martian pellets. You'll blast through cage walls, noochet up the narrow areas between cages, and use transporters to zap to new areas. After making mincmeat out of Marvin the Martian's Zoo, you'll power through another 20-plus stages of fun and havoc.

One of the greatest things about TAZ in *Escape from Mars* is the number of power-ups. Among the great new devices, *Grow Rays* that make TAZ fizzy, *Shrink Rays* to give you an itty-bitty TAZ, and a contraption that turns TAZ into a Doppelgänger (now you got two TAZes) so that he can reach new areas. How about seeds of great new items?

Collect the Box O' Rocks (TAZ eat), and he'll spit rocks at his enemies. Gulp the Shrink Potion to get through narrow passages. Collect the right equipment, and you can turn His Toothsome-ness into a TAZ-copter. Pick up the Gas Can (TAZ eat), and you'll be blowing flames at your enemies. Snag the Medical Kit (TAZ eat), and you up your life bar. This new TAZ game has it all — Action, Adventure, things to find, wild bosses, and best of all...no princess to save. Yee-haw!

NOT NINIS

- ✓ Keep moving on the Wagon Train
- ✓ Always noochet upward when you have the chance.
- ✓ Have TAZ hunt for hidden areas.
- ✓ If you get a power-up like the Box O' Rocks or the Gas Can, use it sparingly.
- ✓ When playing drill bit, watch for enemies in the dirt.

OVERVIEW

Bigger, better, faster, and definitely more Looney Tunes — It's TAZ in *Escape from Mars* for the Genesis from Sega. Our carnivorous brown-pelted hero kicks out the stops in this one-player spin-fest. TAZ does tons of new stuff, from spitting rocks to drilling through dirt. At twice the speed of the previous TAZ title, this new cart even has our favorite devil doing his Tornado upside-down. With tons of great cameos from your favorite Warner Bros. characters and game play that's a blast, you just can't lose.

PUBLISHER: Sega
CONTROLLER: 3-Button

PLAYERS: 1

NYR
NOT YET RATED



TAZ IN ESCAPE FROM MARS



Take Out El Toro



With careful timing, Tornado a-woo from El Toro and shey just ahead of him (so you don't get knocked into the sky).



Jump just as you get to the outside of the bull ring, and Blast!



He's dizzy. Get ready to do it again. He'll take a few hits before you win.



Move quickly while doing the Tornado, and Taz defies gravity.

Zip from area to area with the Transporter.

Fun Stuff to Get



Get the Box of Rocks, and Taz splits granite.



Pick up a Gas Can to speed a part of time.



Review
THIS!

GENESIS

A High-Kicking Soccer Adventure



OVERVIEW

Pelé, look out! Here's a kid with some soccer moves that you've never even dreamed of. In *Marko*, Donark's latest Genesis Adventure, the athletic hero needs some seriously fancy footwork to defeat the twisted Colonel Brown, an environmentally incorrect scientist who wants to turn the town to sludge. Bet Pelé never chipped the ball at sewer rats, drove it into a suburbanite's mouth, or headed it to collect cans for recycling. With 13 enemy-filled levels, sharp graphics, and the world's most popular sport, this game scores big.

PUBLISHER: Donark
CONTROLLER: 3-Button

PLAYERS: 1



If only large-muscled interlovers devour your soccer ball, just press Button C for a new one.

**Look Ma,
No Hands**

Colonel Brown didn't count on an ordinary kid to foil his plans to rule the town of Sierkington. But when Marko stumbles onto Brown's sinister sludge factory — on his way to soccer practice, naturally — both guys got way more than they bargained for. Marko's plain old soccer ball flies into the sludge, and suddenly Brown is up against a formidable weapon that returns to Marko no matter where he lacks it. Brown's also up against an athlete who can chip, lob, and head the magic ball with devastating force and accuracy. Marko never thought he'd face off against more than 100 sludge-minded enemies, from sinister

rats and birds to bomber planes and spider-gun-toting twins. And he's gotta shoot his way through the sewers, a circus, an industrial zone, and more. Can this World Cup hopeful save his hometown from the big slime? Put on your cleats and shoot for the home town with Marko.



Let the ball to knock this last off his Nipsey-bro — press Button C and then Up.



No, this hedgehog isn't Sonic. Hail him for 300 points.

NOT HIRTS

- ✓ Practice all your moves in the Backyard before taking on Brown's evil forces.
- ✓ Bounce on your soccer ball for the highest jump.
- ✓ Jump while heading the ball to take out high-up enemies.
- ✓ Collect 100 stars for an extra life.
- ✓ Use the plasma ball against bosses.



Smile when the world snaps your picture. The flash is a canine marker.



Climb the rooftops to scout out 1-ups.

It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega[®] Genesis[®] puts **YOU** in the heart of Cyberspace on the heads-up run of **YOUR** life!



Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combats lets you actively control characters as the action boils up!



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

SEGA
F959



You've got the Skill... You've got the Guts... and Sega[®] Genesis[®] has all the Magic and Technology you need!

**Sneak
Peek**

GAME GEAR

New! New! New!

Sonic Sonic Sonic in Trouble! Trouble! Trouble!



OVERVIEW

Sonic, Tails, and company are returning to your Game Gear with three times the fun and three times the trouble in a new adventure that's three times as cool! Sonic the Hedgehog, Triple Trouble is more fun than should be legally allowed on any game system! You play as either Sonic or Tails in an action-packed adventure to get the magic Chaos Emeralds before Dr. Robotnik can use them to power his new superweapon, the Atonizer.

PUBLISHER **Sega**
GEAR-TO-GEAR: No

PLAYERS **1**



Pick up this power-up for some serious underwater propulsion.

Triple Trouble delivers all the action and excitement you've come to love, with a couple of new bad guys to pit your wits against. Most of you know Knuckles the Echidna, that purple critter from Angel Island who can burrow like nobody's business. Well, the egg-shaped Doc has tricked Knuckles into believing that Sonic and Tails are the bad guys. And for the first time ever on a Sega system there's Nack the Weasel, an Emerald thief who can really make trouble for Sonic and Tails.

But with new bad guys come new, cool power-ups. How about a jet board? Or Tails's Sea Fox? Sonic can get up and go with two awesome power-ups, the underwater Propeller Shoes and the Spin Coaster. All this in addition to Super Rings, Jet Shoes, Invincibility, and 1-ups. There's also an incredible 3-D stage where you can really rack up the rings. Look for Triple Trouble in stores near you soon, and look to Sega Visions for more coverage on this hot title.



An Emerald! You can get it, if you're hard-headed enough.

So what are you awaiting her? Climb! Grab the 1-up!



Sonic really torques along on the high-powered jet board.

TAZ in Escape From Mars

Martin the Martian has taken up moonkeeping. He's collecting weird and wondrous specimens from around the galaxy. His only mistake was traveling to Earth and capturing TAZ. This particular Tasmanian devil doesn't want to be locked up in a zoo. Cages make TAZ grumpy. TAZ wants out. You'll guide TAZ through six levels of slapstick spinning, ricocheting off walls, and dealing with folks like Road Runner, Wile E. Coyotes, and



Speedy Gonzales. Enjoy your peek at these early screens—Sega Visions will give you full coverage and tons of great game hints in the future.

OVERVIEW

A speeding tornado with tons o' teeth, TAZ has thrilled millions for a couple of generations. Even better, he's about to make his second toothsome appearance on your color portable. Get ready for TAZ in *Escape From Mars* for the Game Gear from Sega. With new moves, more cameos by your favorite Warner Bros. cartoon friends, and a whole lot more frenzied fun, this one-player cart is gonna be one heck of a ride.

PUBLISHER: Sega
GEAR-TO-GEAR? No

PLAYERS: 1



Witch Hazel takes her browns for a test flight in the Haunted Castle.



Enter these disintegration/transitioner parts to warp from area to area in Mars.

LOONEY TUNES characters, items and all related icons are trademarks of Warner Bros. ©1994



You'll make your way through the Haunted Castle by finding switches to open doors. Scary things lie in wait.



On a Tornado Spin to launch these flying eyeball-with bulwings things extra far way.

Dynamite Headdy



Use your head to pull your way out from ledge to ledge while being attacked by this big ol' bird. Whew.



Headdy makes the trip to portable a real pleasure. The to-go version has exchangeable heads, amusing color, and animation that has to be some of the best yet on the Game Gear. But is it fun? This game is a blast. Headdy's journey to defeat Dark Demon pits you skull to skull against really big bosses, tests your gaming talent at every turn, and is so much fun that normal adults should not play it without child supervision.



Strengthen yourself up to the next platform by launching your head and then getting the body upward.

Heads up and stay tuned, Sega Visions readers...we'll give you more on all this explosive cranium



The Super Head makes jumping a real breeze.

action in a coming issue. We promise. Rest soon. Stay calm. No whining. Don't loose your head.



Hit the Z Block, and Headdy becomes a Sleepy Head.

OVERVIEW

Head bangers unite! You'll flip head over heels for Sega's newest character. More fun than your typical hat rack...it's *Dynamite Headdy* for the Game Gear. You'll take Headdy portable in this terrifically colorful 4-meg hand-butting Action/Adventure. With a head that can grab objects, knock them away, swing over ledges, or ramrod an enemy, Headdy proves that there's more than one way to use your noggin.

PUBLISHER: Sega
GEAR-TO-GEAR? No

PLAYERS: 1



Review
THIS!

GAME GEAR

Portable Sonic, Bumper to Bumper

SONIC THE HEDGEHOG SPINBALL

OVERVIEW

Are spinning spines your style? You probably devoured *Sega Visions'* early coverage of *Sonic Spinball* for the Game Gear. You scooped out the enemies and contraptions in this first and furious Sega title. Now you're ready for a level-by-level tour of Robotnik's futuristic pinball prison.

PUBLISHER: Sega
GEAR TO GEAR? No

PLAYERS 1



Give Robotnik The Blues

You know the story. Power-mad Doc Robotnik's bent on transforming the creatures of Mobius into robots, and Sonic's gotta blitz through the original rotten egg's pinball security fortress to save them. Crash into mechanized critters, rocket through gizmos and gadgets, and show Robotnik who's got the edge-on attitude. Oh yeah — and don't forget those Power Emeralds.

HOT HINTS

- ✓ You get more power from the tip of the Gipper.
- ✓ Use your spin attack to get started in the Bonus Rounds.
- ✓ Look for an Emerald in the Machine's mechanical sets.

Toxic Pools



North the first boss from above, then rebound repeatedly.



Be quick with those Wippers, or you'll send Sonic into the soup.

Lava Powerhouse



Jump into an acceleration tube for a quick ride up. Two jet wings and a brace at the top.



Give Sonic lots of the new crystals to break the barrier.

The Machine



Robotnik's machine is simply shocking.



Knock open these sales to free the birds inside.

Bonus Rounds



Start open a mechanical eye to snag a surprise.



Grab at least 60 percent of the rings in a bonus cage to open the cablock in the next case.



But Wait, There's More!

What's that? You want to see the Final Showdown with Robotnik? Get there yourself! We can't do all the dirty work, you know. *Sonic Spinball* is a serious challenge. So pick your attitude, and send the blue blaze spinning.

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BLACKJACK

POKER

SOLITAIRE



BLACKJACK ♦

Hit. Stand. Double down. Different rules for each casino. You pick the city. Taking a break in London? Try Vegas. The weather's better anyway.

Poker. Blackjack. Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.



SOLITAIRE ♦

4 hands: Klondike, Celtic solitaire, Monte Carlo and Eleven. Just you. Competing against yourself. Makes it easy to be a good loser.



POKER ♦

Play 3 ways: Video poker—just vs. the computer. Or 5-card stud—just vs. and not bluff 4 computer players. (Try it the best way here.)

SEGA
GAME GEAR™

Fast Takes

The Rating Game

Who says you can't be all things to all gamers? Just read through our latest batch of Fast Takes.

They've got the inside scoop on the newest games. They've got sizzling hot hints, they've got screens, and they've got some pretty outrageous puns. Whether you're a

Sports fanatic, a Role-Playing wizard, or just an all-around game-moister, Fast Takes has you covered. To see where these games shine, check out the Sonic ratings below each review. Five Sonics is out of this world. One Sonic, well, isn't.

And speaking of ratings, send us your puns. Send us your gags, your jokes, and your quips yearning to be published. You know what we mean. Send us your personalized Sonic ratings. Short on inspiration? Just check out the latest batch of "Name the Ratings" contest winners:

The nose knows a good game, according to J. Bachman of West-over, West Virginia:

Chocolat No. 3	★★★★★
Roses	★★★★★
New car smell	★★★★★
Steak tips	★★★★
Gym socks	★★★

J. Curcio of Philadelphia knows the Marx of a great game:

Groache	★★★★★
Kappa	★★★★★
Chico	★★★★★
Zappa	★★★★
Gummo	★★★

J. Winslow of San Carlos, California, has a few pet concerns:

Dog	★★★★★
Cat	★★★★★
Hamster	★★★★
Golfish	★★★★
Ant farm	★★★

One anonymous reader doesn't seem quite ready to return to school:

Trip to Hawaii	★★★★★
Trip to Disneyland	★★★★★
Trip to theme park	★★★★★
Trip to the mall	★★★★
Trip to bed	★★★

Weekend warrior A. Craciuta of Larchmont, New York, knows when gamers really concentrate on their art:

Saturday	★★★★★
Friday	★★★★★
Sunday	★★★★
Monday	★★★★
Friday the 13th	★★★

The great outdoors have inspired a couple of our winning responses: G. Hernandez of Venice, California, thinks a good game should bring your fire:

Home thrower	★★★★★
Mawtarch	★★★★★
Campfire	★★★★
Candle	★★★★
Wet match	★★★

Thanks for Sharing

So what are you waiting for? Unless that inner comic. Send Sega Visions your witty, ingenious, and oh-so-unique Sonic ratings. Write to us at

Sega Visions
Sonic Ratings Contest
P.O. Box 5346
Redwood City, CA 94063

Don't forget your name and address. If you're as clever as you think you are, we'll print your response. And if we do that, we'll send you a collector's item, amenity, special-edition, high-fashion, custom-tailored, don't-even-think-about-trying-to-buy-one-of-them-off-the-rack Sega Vision T-shirt that's so cool you'll never want to take it off. But please do from time to time, if you know what we mean (check out J. Bachman's odorous rating ideas if you don't).

D. Craven of Arlington, Virginia, screams for ice cream:

Fudge brownie	★★★★★
Chocolate mint	★★★★★
French vanilla	★★★★
Plain vanilla	★★★★
Spumoni	★★★

Another reader has a variation on that idea — S. Decklack of Clifton Park, New York, hates being left out in the cold. Great minds think alike, as they say:

Sunny & warm	★★★★★
Partly sunny	★★★★★
Showers, cool storms	★★★★
Thunderstorms	★★★★
Upside New York	★★★

D. Giffin of Glendale, Arizona, bolts down our Sonic ratings into some straight-talkin' advice:

Buy it!	★★★★★
Play it!	★★★★★
Rent it!	★★★★
Consider it!	★★★★
Forget it!	★★★

Sega CD

Championship Soccer '94

Sega CD owners will be pleased to hear that there's a soccer game for their system. *Championship Soccer '94* from Sony Imagesoft offers one or two players 50 teams, replays, an animated Salcon Graphics intro, sequences of the crowd welcoming players to the field, and day or night stadium shots. With computer-assisted passing, sliding tackles, diving headers, and variable weather conditions, this one offers up a solid game of soccer. Enjoy CD-quality sound, including 100 sound effects of roaring crowds. Only one question: How did the player size get so puny?



Check out the spectacular intro that shows arrival at the stadium.



Point your 8-Ball toward a teammate before the throw-in.

NOTES

- ✓ For a higher scoring percentage, pass diagonally in front of the goal before you shoot.
- ✓ Use the sliding tackle to separate the other team from the ball.
- ✓ The South American teams have the best bats.

Publisher: Sony Imagesoft
Players: 1 or 2
Rating: GA

Graphics	★★★★
Sound	★★★★
Controls	★★★★
Challenge	★★★★
Overall Fun	★★★★

Sega CD

Third World War

This intense one-player strategy game from Extreme Entertainment for Sega CD puts you in the position of a nation on the brink of destruction. Lead one of 16 nations in the struggle for ultimate power. Choose from five scenarios: the Third World War, the Cold War, the War of the Pacific Powers, Chaos, and the Economic Struggle. Each focuses on a specific situation of warfare that currently mirrors the world's current state of affairs. Bring your nation's economy, weapons technology, and morale up to par as you move across nearly 60 interactive scenario maps. Carefully plot and control each move on the Populous-style three-quarter-view battle screen. Warning: This game is not for the weak!



News broadcasts are the best way to keep informed.



Scrollize your statistics when you start the battle.

NOT NERFS

- ✓ Beginners should start out as the United States, an established superpower
- ✓ Economic stability is the key to military strength and support.
- ✓ You receive \$800 million for each nation you economically dominate. You cover the cost of any damage to it.

Publisher: **Extreme Entertainment**

Players: **1**

Rating: **MA-13**

Graphics	★★★★
Sound	★★★★
Controls	★★★★
Challenge	★★★★
Overall Fun	★★★★

Genesis

Dick Vitale's Awesome Baby

This b-ball cart has personality. Sportscasting and coaching legend Dick Vitale's personality, to be precise. Play the game well, and you'll hear his clearly digitized voice yell his trademark "Awesome, baby!" or "He's a black-tie performer!" Learn the ropes in Practice games, progress through the Playoffs, or tear through the court in a 2-on-2 Shootout. For a really rough game, turn off Fouls and pull out all the stops. This college-bosse cart is the first to feature a 3-D rotating court — we only wish the graphics were a little sharper.



Select View Plays for some expert coaching from the awesome coach himself.



To win this tip-off, press Button A like Indiana the ref releases the ball.

NOT NERFS

- ✓ For a midgame update on the opposing team's stats, press Start, Button A, then Button B to call a time-out.
- ✓ Force a foul by pressing Buttons A and C simultaneously.
- ✓ For a lightning-fast game, turn the Graphic Detail to Low.

Publisher: **Time Warner Interactive**

Players: **1 or 2**

Rating: **EA**

Graphics	★★
Sound	★★★★
Controls	★★★★
Challenge	★★★★
Overall Fun	★★★★

Genesis

Combat Cars

Looking for a little arcade-style racing? Test-drive Combat Cars from Accolade for the Genesis. This one- or two-player (split screen) over-the-head-view racer has weapons, power-ups, and eight characters with unique cars. You get to drive on 24 tracks — still life beaches, mountains, snowtops, cul-de-sacs, and downtown streets. Winning gives you prize money to spend on better parts. This cart may not win prizes for racing accuracy or inspired graphics, but it does offer some lightweight fun. Try it with a friend — competition adds a little zing — if you can deal with the compressed light screen.



Too Dumb C is not your weapon.



Choose from eight hard-hitten racers with varying capabilities.

NOT NERFS

- ✓ Save your weapons for the later laps; they add up and you can wall.
- ✓ Pulse the accelerator rather than using the breaks.
- ✓ Choose a character with higher handling ability at the outset.

Publisher: **Accolade**

Players: **1 or 2**

Rating: **EA**

Graphics	★★
Sound	★★★★
Controls	★★★★
Challenge	★★
Overall Fun	★★★★

Game Gear

Star Trek: The Next Generation

Warp into a portable *Adventure* with Abrams' *Star Trek: The Next Generation* for the Game Gear. This one-player can put you at the helm of the U.S.S. Enterprise on a training mission at Starfleet Academy. Under the direction of Captain Picard, you have to prove yourself worthy of commanding a real starship. Take the challenge with a number of assignments such as routine diplomacy duties, dangerous rescue missions, and thrilling space battles. The graphics and sound are fine, but a word of warning: The controls are somewhat difficult to master.



Picard outlines the objectives you must fulfill in order to advance to more difficult missions.



Raise your shields before challenging hostile starships.

NOT NERFS

- ✓ Enter missions that flesh to give valuable information from fellow crew members.
- ✓ Before entering a dangerous sector, raise your weapons systems.
- ✓ Overuse of the warp drive can cause excessive damage to the ship's engine.

Publisher: **Abrams**

Players: **1**

Rating: **EA**

Graphics	★★★★
Sound	★★★★
Controls	★★★★
Challenge	★★★★
Overall Fun	★★★★

New and Improved Team Player

If you've been hankering for a little intense competition, then get ready to transform your Genesis into the ultimate team machine. With the new Team Player, you and up to seven (yes, seven) of your most competitive chums can compete for victory on any multiplayer game.

Did we say "any"? That's right. The new Team Player is *THE ONLY* multiplayer adaptor compatible with all multiplayer games from every publisher.

Now you can have in-your-face real team competition on megahot games like *NBA Jam*, *John Madden Football '94*, *NFL '95*, *NHL Hockey '95*, *NBA Action*, and *FIFA Soccer*. That's not all. You can use the Team Player on your favorite RPGs too. With the Team Player, riveting RPG and puzzle games like *Gauntlet IV*, *The Lost Vikings*, and *Codename: M* take on a whole new dimension.

The Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two on two; add another Team Player, and you and seven players can join at the same time. When all the players are plugged into the Team Player, just set the Select Switch to the multiplayer setting. Once the game

begins, each player selects Start and his or her preferred options.

The Team Player accepts all standard Genesis controllers, including the 6-Button Arcade Stick, Remote Arcade System, Activator, and Mega Mouse — so there's no room for whiny excuses like "I'd be better if I could use my 6-Button controller." (Yeah, right.)

The Team Player is available in stores and directly from Sega, call 1-800-USA-SEGA.



Power Strip: Plug Into Convenience!

Does your dweebling have enough crisscrossing extension cords to trip a huge fly? Well, make way for a more high-tech look and a power



strip that's actually built for your Sega gear. The Sega Power Strip is all you need to plug in everything — up to five large Sega AC adapters or one

With a Sega Power Strip, you can plug in your Genesis, Sega CD, TV or stereo, Super Genesis 32X, and Activator. It's especially designed for large adapters and features surge protection, a reset button, and an on/off switch. The Power Strip also accommodates standard two-prong and three-prong household plugs and other AC adapters.

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Tecmo, the company that brought you the best football and basketball games for your Genesis,

has done it again.

- ♦ 700 real MLBPA® players
- ♦ Season-saver back-up battery
- ♦ Team and player statistics
- ♦ Tournament Style Play



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Phone (310) 797-0300

Sports PLAYBOOK

THE INSIDE

IN ACH ON SPORTS GAMES

Serious Summer Sports

With the World Cup winding down and baseball's pennant race heating up, what better time to plug in a great Sports game? Just don't forget to sit regularly and remember to change your sweaty athletic socks. OK? This issue Sega Visions delivers an early look at two of the hottest portable titles you'll see this year, some solid-as-apple-pie baseball curts, and another fine addition to your soccer line-up.



How about an interview with one of the hottest racers on the circuit today? Sega Visions talks to Scott Pruett about his love of *Porsche One World Championship*.

Not on the heels of the blockbuster hit *World Series Baseball* for Genesis comes *World Series '95* from Sega Sports for your Game Gear. With an amazing new cornerfield view, all 28 of the real clubs, 1994 Opening Day rosters, six-division alignment,

speech, Gear-to-Gear ability, and a Team edit feature that lets you create your own Dream Team, this to-go ball title has it all.

Just in time for the start of the gridiron season, we're giving you a peek at *NFL '95* from Sega Sports for the Game Gear. Featuring Joe Montana, all 26 real NFL teams, the NFLPA players, a new behind-the-QB view, and Gear-to-Gear capability, this is a portable football cart that'll end the no-game-on-TV blues.

As baseball season approaches the playoffs, how about a serious

ball fan's baseball cart? *Hardball '94* for the Genesis, from Accolade, gives you a revision of last year's game that includes the 800-plus members of the MLBPA, strutting stat control, and all 28 ballparks authentically rendered in all their glory. With dual views (from both the pitcher's and batter's perspective), and seriously lifelike batter and pitcher movements, this one is all hardball.

More baseball? You've got it. Take a look at *RBI Baseball '94* from Tengen for the Genesis. This one is twice as fast as *RBI '93*, has an MLBPA license for more than 800 players, includes great quality music and voice (with Jack Buck), and gives you plenty of practice modes. Check out the option called Crazyball. Very funny stuff.

Can't get enough soccer? World Cup ended in America, but you don't have to forget about this kind of football action. Check out *Pele II: World Tournament Soccer* from Accolade for your Genesis. This one's got one-to-four-player capability, 24 teams playing in nine US cities, a five- or 11-man option, and most important, Pele's expert analysis of each team. It's a ball!

What's Next?



For those of you who shake your birthday presents before opening them, here's an early look at two Sega Sports titles due in a coming issue. *NFL '95* for the Genesis features an amazing 65-yard down the field view and perspective rotation. *NHL All-Star Hockey* for the Game Gear brings real ice action to your color portable.



Recently, IndyCar veteran driver Scott Pruett stopped by Sega to put his racing skills to the test against Sega's hottest new racing CD, *Formula One World Championship: Beyond the Limit*. Scott has an impressive racing career that spans 26 years. During that time he has been the Indy 500 Rookie of the Year; won the Daytona 24 Hour twice; won the Daytona 1000; been in an accident that broke both his legs, both his ankles, and his back; recovered within a year; driven for Team Jaguar and Chevrolet; and won numerous other titles.

Scott likes gaming almost as much as he likes racing. He was impressed with the way *Formula One World Championship* mirrored real-life Formula racing. He was nice enough to put down the control pad and talk to Sega Vikings about pro racing, video gaming, *Formula One World Championship*, and the things that make him yell "SEGA!"

SV: You've been racing all types of sports cars for over 26 years. How long have you been a video gamer?

SP: I've been a gaming fanatic from the beginning. When I was in high school, my friends and I would take off during lunch to play arcade games. When I was 22 or 23, I got the *Atari* and *Intellivision* arcade games and put them in my living room. I played them constantly. I still have arcade machines at home, though test-driving for Chevrolet and Bridgestone doesn't leave me much time for playing. I travel a lot.

SV: You mean you don't take your Genesis CDX on the road?

SP: No [laughs]. But I do have a Game Gear that travels with me quite often. And a year ago at Indy, a lot of us [drivers] were playing the *Vision Racing* arcade game at the track.

My nephews are going to the age where they like to play as well. Sometimes I find the batteries run down when I leave my Game Gear at home!

Racing with The Best

IndyCar Pro Scott Pruett Takes Formula One World Championship for a Spin



SV: Do you like Sonic?

SP: Sonic is really great for kids. He's a figure they can identify with. I watch him every morning when the cartoon comes on. He's quite the average! I like Sonic. I think he's a really cool guy.

SV: Looking at Formula One World Championship as a professional driver and a gamer, what do you think of the game?

SP: I play *Formula One World Championship* from two standpoints as a race car driver and as an avid gamer. I give it high ratings across the board. It's really difficult to bring in what happens in active competition, but *Formula One World Championship* succeeds. It goes beyond the

average racing game. You face the same problems that a racer might face in active racing. Each race is different. You continually have the opportunity to challenge yourself.

SV: What features do you like best?

SP: I really like the ability to change compounds for wet and dry tires and to use the available components to construct cars like I would race.

SV: Have you raced on any of the courses in Formula One World Championship?

SP: I've tested many of the Formula cars in the game, and I've raced on some of the courses,

including Estrie in Montreal and the Italian courses.

SV: Are the tracks in the game very similar to their real-life counterparts?

SP: The tracks look like the designers spent a lot of time on the circuit, applying the challenges of each track to their counterparts in the game. Everything you encounter on these tracks, even something as simple as going from sunshine to rain—the sheer realism is fantastic.

SV: How close to the real thing is the game?

SP: About as close as you can get with today's technology. I played the game with some of my friends, picking the perfect combination of tires and equipment. I would run for a certain track, and they hold very close to true. The cars perform like I would expect them to on a real track. The big difference is you can drive off the track in this game without getting hurt!

SV: In 1990 you suffered major injuries in a testing accident, yet you were back on the track in only ten months. How did you do it?

SP: I broke both ankles, both knees, and my back, all at once. It was a pretty tough thing to come back from. It's kind of a Cinderella story. My first race back was the 1991 Daytona 1000. I came back to win that. And I've been hard at it ever since. I attribute my rapid recovery to focus and mental attitude. After surgery I was in therapy five and six days a week, eight to ten hours a day. I had highs and lows, good days and bad days. But my focus remained the same the whole time. Get back in that race car. I did everything I could to make it happen.

SV: What do you have to say to Sega Vikings readers who want to emulate your racing success?

SP: The most important thing I can say is go after your dreams. If you work hard enough, you can get just about whatever you want from life.



Imagine fielding your own chances from the best baseball has to offer. *World Series Baseball '95's* Team Edit feature lets you do just that. Decisions, decisions. We'd go for Frank Thomas at 1st, Carlos Baerz at 2nd, Barry Larkin at Short, Matt Williams at 3rd, Mike Piazza Catching, and—It's a tough call—Roger Clemens on the Mound! What would you do? Team Edit puts your own Dream Team at your fingertips in terrific color portable form.



Check out the Behind-the-Quarter view!

Big League Ball Hits On Game Gear!



WARM-UP

Knock a long ball into the cheap seats with *World Series Baseball '95* from Sega Sports for the Game Gear. This exciting portable version gives you 700 big-league players, a new Center Field view, all 28 Major League Clubs, 1994 Opening Day rosters, and more, more, more. Go for actual League Play, Playoffs, and World Series action. Play alone or Gear-to-Gear with a friend. This is powerhouse to-go baseball at its best.

PUBLISHER Sega Sports

PLAYERS 1 or 2

GEAR-TO-GEAR? Yes



Take a gander at the spectacular infield view.



Arrange your own line-up.



Choose from four different stadiums.



This one has it all—the real players, the honest-to-goodness teams, the logos and helmets, and more. The players perform according to their real 1993/94 statistics. The “Behind the QB” view gives more realism and punch to the pounding action. At 4 meg, this is one big full-color portable cart. Take a look at these early screens, and we thank you’ll agree. *NFL '95* looks great! More to come in a future issue.



Looks like a touchdown is imminent.

Bigger, Better Football on Your Game Gear!



WARM-UP

You want it...you got it. Out-pounding NFL action slams onto your Game Gear in *NFL '95* from Sega Sports. Featuring the NFL's greatest quarterback, Joe Montana, and all 28 real NFL teams, with actual NFLPA players in full League Play, Playoffs, and Super Bowl action. The new “Behind the QB” view puts you right on the field. One or two players (Gear-to-Gear) can chuck the leather and go for the uprights in this great to-go version of America's grid-iron game.

PUBLISHER Sega Sports

PLAYERS 1 or 2

GEAR-TO-GEAR? Yes



The Game Select screen gives you all your options.



The digitized shot of the ref looks fantastic on the Game Gear.

SEGA SPORTS PRESENTS



32 College Teams. 1 National Champion. Settle it on the field!



Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll need to run across the nation!



Not too soon! Michigan makes distance against Nevada—and you score it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev up the rivalry when the Fighting Irish of Notre Dame take on the Trojan of USC!



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During the course of the game, you get to see animated shots of folks like this one.

What's in a View?

Hardball '94 gives you some pretty terrific points of view. You get overhead views of the park, the batter's play view, and the view from the mound. Add to these some of the most lifelike roto-scoped player movements seen yet, and you've got realism that'll have you spitting sundowner seed shells on the carpet. Your battery backup does amazing yeomanlike work. This thing keeps track of everything but your ancestry. It tracks league leaders, saves, accumulated player stats, team standings, and even your favorite highlights. Check out the 28 authentically rendered ballparks. Real stat-hounds can even keep up with current numbers and edit their players to match.

So You Wanna Play Hardball, Huh?

W A R M - U P

Mining for a solid diamond title? How about *Hardball '94* from Accolade for your Genesis? The follow-up to last year's renowned *AI Michaels Announces Hardball III* answers the only major complaint heard — no real players — by giving you the 800-plus members of the MLBPA. For one or two players, this one lets you play with the full complexity of a club manager's game or take it on as a simple (but fun) baseball cart. Go a full 162-game season, or take a shortened season with either 81 or 13 games. Players with the best midseason performance can participate in the All-Star game. No matter what you choose, this one's all hardball.

PUBLISHER: Accolade

PLAYERS: 1 or 2

CONTROLLER: 3-Button



Practice to your heart's content in the Home Run Derby.



Heg, look! It's a homer. Wonder if they liked their balls too?

HardBall '94™



The batter's view gives you player cards of the pitcher and the next batter at the plate.



Stat lines replace! The end of each game features amazingly comprehensive statistics.

HOT HINTS

- ✓ Customize the outfield and move your fielders way in. Fewer base hits will result.
- ✓ Don't pitch high and inside — it'll be over the wall.
- ✓ Defensively, read the ball movement off the bat and move your players accordingly to get a jump on the play.
- ✓ Spend plenty of time in batting practice. Your timing is important.
- ✓ The ball mostly passes through the strike zone. When swinging, press Up or Down on the D-Pad rarely.
- ✓ Be aggressive on the base path (go for a hit-and-run-style game).



The roto-scoped movements in the batter's view are seriously lifelike.



Check out the over-the-pitcher's-shoulder view! It's new, what.



SEGA
SPORTS



Play like a champion.

NFL '95



COMING IN NOVEMBER
All new from **SEGA SPORTS** on **Genesis** and **Game Gear**



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Knock one over the wall, and you get dual-line status in an instant replay.

RBI Baseball '94 has tons of features. In addition to straight baseball, you can brush up on your batting by choosing Home Run Derby and facing 20 pitches from a machine. Select Defense Practice to hone your technique by shagging flies, line drives, and grounders. Go for Pickles and take ten miles each at defending (run down or throw out the base runner) and being the runner caught in the pickle.



As you step up to the plate, the game shows you portraits of your pitcher and batter. At other times you see short animated scenes (like the manager giving signals) in the windows.

Think you're hot? Go for Game Breakers. You choose from 17 preset game situations that test your baseball mettle. Imagine that it's the top of the ninth, you're down 5 to 1, you've got one Out, and the bases are loaded. Can you win it? How about starting your game tied and in extra innings? These are just a couple of the great tension-filled options. For the fun of it, check out the option called Crazyball. Hilarious crazy sound effects replace the normal ball sounds.

America's Game Is Here!

WARM-UP

Get out yer rosin bag and grab some lumber — RBI Baseball '94 from Tengen for the Genesis is gonna knock you over the wall. This one- or two-player cart has game play that's twice as fast as in *RBI '93*, an MLBPA license that gives you more than 800 real players, and higher-quality music and voice (featuring Jack Buck). Enjoy the real '94 baseball schedule with a full 162-game season (password save), playoffs, and the world championship.

PUBLISHER Tengen

PLAYERS 1 or 2

CONTROLLER 3-button



RBI '94 BASEBALL



While batting or pitching, you can keep an eye on the runners on first and third in the upper windows.



Use the Home Run Derby to brush up on your power hitting.



Pick off or be picked off with the Pickles option.

HOT HITS

- ✓ When batting you can pull down on your D-Pad to lob the ball, and push Up to hit it into the dirt.
- ✓ Move to the back of the batter's box for a better view of Strikes and Balls.
- ✓ When pitching, save your Spitzball for the third Strike, and you get an easier out.
- ✓ Once your pitcher's Stamina meter turns red, pull him immediately. Otherwise it's homer city.
- ✓ It may seem obvious, but it is well worth your time to get batting practice in the Home Run Derby.

Check Out the Players



You can see your favorite players and their stats by selecting View Portraits. Not all of the MLBPA members are shown, but you get to view a fair percentage.

Quit *crying*
about getting **hacked,**

or how your
shoes **hurt,**

or how you
can't shoot
outdoors.

Just **shut up**
and **jam.**



This official sport is your chance
to win and win big! It's the
most exciting basketball game
ever! Big games and great
action with the best of the best
that only the most elite can
play! Shut Up and Jam! is the
only game that can be played
on the Sega Genesis™ System.



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Available now for the Sega™ Genesis™ Entertainment Systems.

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New Kicks And Moves

The second in the Pelé series has lots of new features. This one is 16 megs and has improved artificial intelligence, a bunch of new animations (including an animated crowd), and a battery backup that'll let you store play in progress and keep stats for your team. Even more, there's a new Kick Meter that lets you control the strength and direction of penalty kicks, corner kicks, and goalkicks. To add solid realism, a new One Timer gives you the chance to center the ball for a teammate and then blast it past the netminder!



Choose from 24 teams at this screen.



Soccer's Superstar Strikes Again!

Pelé II: World Tournament Soccer

WARM-UP

Still feeling electrified by the summer's thrilling World Cup soccer action? Keep that terrific energy year-round by playing **Pelé II: World Tournament Soccer** for the Genesis from Accolade. For one to four players (with Team Player), this cart has 24 national teams doing black-and-white ball battle in nine US cities. With a five- or 11-men option, adverse field conditions, Pelé's expert analysis of each team, and real fight songs from around the world, this one's a real kick.

PUBLISHER: Accolade PLAYERS: 1 to 4 (Team Player)
CONTROLLER: 3-Button



PLAYED STATS

See all your players' stats during half-time and at the end of the game.



At the Match Up screen, you get to see your (and your opponent's) strengths and weaknesses.

HOT TIPS

- ✓ For a muddy field, set the Weather On at the Options screen. The players slip and slide more as the game progresses.
- ✓ To get a mixed out Super Home Team in Exhibition mode, press Buttons A, B, D-Pad Right, Buttons A, C, A, D-Pad Down, Buttons A, B, D-Pad Right, and Button A at the title screen.
- ✓ Get Extra Teams by hitting D-Pad Right, Button A, D-Pad Down, Button C, D-Pad Left, D-Pad Up, and Button B at the title screen.
- ✓ Check out the Sound Test by tapping Buttons B, A, D-Pad Right, D-Pad Down, Buttons A, C, D-Pad Up, and Start at the title screen.



Hit Button A to check out the position of your men before the Throw In.



It's the Kickoff!

VIZKIDZ!

Hey, VizKidz! Love to boogie with the Berenstein Bears? Wanna see more of Bonkers D. Bobcat? Eat up VizKidz every issue? Well, you're in for a treat, 'cuz the Sega Club is coming your way. It'll give you the latest on all the coolest kids' games. And you'll meet a bunch of funny, kooky characters. Just remember: The Sega Club is for kids only.

Check out the wild Sega Club files in VizKidz this month! Rock

The Sega Club Wants YOU!

For Kids Only!



OK, buddy—where's the fire? your picnic basket with everyone's favorite bear cubs in **The Berenstein Bears' Camping**

Adventure. Help Bonkers D. Bobcat become top cop in **Disney's Bonkers**. Explore a town inside and out with **Richard Scarry's BusyTown™**. With **Creative Antics**, you fill your own worlds with wriggling critters, chest-pounding ape-men, swimming marmalids, and much, much more.



Chickadees and crows and bears—oh my!

So how do you join the Sega Club? What do you get? Stay tuned to Sega Visions for all the incredible details on this exclusive kids-only club.

Genesis

Disney's Bonkers



Yikes! Don't let the Junkyard Machine smash you while you're building that brick wall.



Don't let those headlines make out with the goods.



Knock over crates to find pieces of your rabbit pal.

Snack Peek

A bobcat's work is never done. Take Bonkers D. Bobcat. He's already the star of his own TV show. But fame's not enough for this fun-loving feline. In **Disney's Bonkers** for the Genesis, our zany hero will do his damndest to become Tinseltown's top cop. This feline felon-stopper must prove his mettle in four madcap games in one with creepy crooks and lowlifes standing in the way. Sure, it sounds tough. But Bonkers has the smarts to outwit them all.

Disney's Bonkers co-stars several of the whiskered guy's old friends (and enemies). In the Studio Warehouse level, Feli-Apart Rabbit is up to his old tricks, and Bonkers has to put him back together again. And the villain of Junkyard Mayhem is none other than the Collector. Help Bonkers wall him in with a pile of bricks! The cool cat's other heroics include flinging doughnuts at thieving raccoons and flying down the freeway to put the brakes on Ma Tow Truck, who is wreaking havoc on the road. Stay tuned to Sega Visions for more on this wacky Adventure game.

PUBLISHER: **Sega**
CONTROLLER: **3-Button**

PLAYERS: **1**



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J O I N I N G F O R C E S

SEGA
PRESENTS



SONIC & KNUCKLES™



PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA GENESIS™

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Genesis

Explore BusyTown with Richard Scarry

BusyTown

Wonder what your town would be like if kids were in charge? In **Richard Scarry's BusyTown™** for the Genesis, you get to find out with all your favorite Richard Scarry characters. Build a house, drive a fire engine, and run everything else in the city with Lowly Worm™ and Huckle Cat™. This one-player Early Discovery Edutainment game teaches you the parts of a ship, the right way to drive, and more. Play it a few times, and you'll be ready to run for mayor!

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button



You're the Boss

BusyTown has six playgrounds that you can explore in any order. At the warehouse, you have to deliver flowers, food, a toy, and other objects to the right town buildings. Follow the arrows, and be careful—don't go too fast or run into anything. Visit Captain Sally to build his ship inside and out, and more!



You fill the orders at Bruno's deli. One ice cream cone's coming right up!



Play as the wind to knock Mr. Frobbles' hat off.

Running a whole city can be tough, but you have some help. A smart little pig tells you what needs to be done, word balloons tell you what things are called, and blinking lights show you where to go next. You'll have the town up and running in no time!



Put your apple-cornet in the place you want to explore.

BusyTown is a trademark of Paramount Pictures. All rights reserved.

Genesis

Sneak Peek

Create Your Own World

Creative Antics

Hey, creative genius! Ever want to design a video game background or even an entire universe? Check out **Creative Antics** from Sega. This Genesis title gives you eight huge dynamic worlds to fill with unique backgrounds, animated stickers, and coloring tools. There are sharks, lions, ape-men, animated lions, Martians, monsters, and more. Look for some of your favorite Sega characters to pop up as well! Paint them with wild colors and mix your own tunes, and you've got a hip-hopppin', beboppin' world of your own.

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: Mega Mouse (included)



Wanna get really weird? You can even combine worlds. Here sharks and dinosaurs pay a visit to the jungle.

Lights, Action, Camera!

Here's how it works: You choose a world, like an undersea scene. You can choose an empty world or one filled with creatures and objects. Then open the Sticker books and decorate your world with all kinds of animated stuff! Pick an undersea diver, a mermaid, and some fish, and see how they swim and move around. You never know what they'll do! You can even change their color. A purple shark? It's your world!

Now mix your own music to accompany all this movin' and groovin': calypso, jungle drums, fast, slow—you're in charge.



Place a shark and other sea life in the underwater world...



...and watch them chase each other around! The critters do some pretty crazy things.



Your wish is our command. Did you wish for Aladdin on Game Gear? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you—just a little—is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

Disney's Aladdin

SEGA
GAMEGEAR



Also available
on Genesis™



Dodge flame horns, beating lava and rocks on your magic carpet. In short: escape the Cave of Wonders before you become a shah-kahab.



It's come to this: Good vs. Evil. You vs. Jafar. Seems like a fair fight! Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.



He's a cobra. A big cobra. And he's a little sneaky. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

Genesis



Throw a rock at this woodpecker. You're less likely to get pecked on the neck than if you try to bounce it out.

Feed the Bears

Playing as Brother Bear or Sister Bear in a two-player game, you follow your snout through a crystal cave, a butterfly-filled nature trail, a fishing stream, and a honey orchard. Look for berries, apples, hot dogs, and entire picnic baskets along the way. Just don't let bats, alligators, snakes, and baboons make a meal of you. Take a flying leap of those wild creatures to show them who's king of the forest.

The Berenstain Bears are camping out on a Sega machine near you!

The Berenstain Bears On the Loose

Growww! Two hungry bear cubs just climbed into your Genesis, and boy, do they need your help. In *The Berenstain Bears' Camping Adventure* from Sega, Brother and Sister Bear go for a hike in the woods. Think you can find what they're looking for? You've gotta take on five levels of ferocious forest critters to get there. With sharp graphics, toe-tapping tunes on every level, and the antics of everyone's favorite cub scouts, you'll have a wild time trying.

PUBLISHER: **Sega**
CONTROLLER: **3-button**

PLAYERS **1 or 2**

Stick your snout in cliffs and hills to sniff out hidden areas.

mode. Watch out for the Grizzly setting, though—it's a real bear. However you play it, this fun-filled Adventure title will give your paws a real workout! So what are you waiting for? Run wild with the Berenstain Bears!

Happy Trails

If all the bees, bugs, and beasts are eating you alive, pack another tent and bring a friend! An extra set of paws might do the trick. Things still a little hairy? Take it easy in Bear Cub mode or medium-hard in Brown Bear.

HOT HINTS

- Watch out for sliding weasels on the Nature Walk bridges.
- Going uphill usually gets you to the exits faster than going downhill does.
- Wait until birds dive before trying to bounce on them.
- Slide down the slippery slopes in the Cave Adventure. This gives you enough speed to jump to the next platform.
- In the Goin' Fishing level, go downhill to look for hidden areas filled with treats.



Tenderfooters give brother and sister some extra bounce.



Can't seem to climb a tree? Sometimes you can enter a door for an express ride up.

Picnic Goodies

These are just a few of the camping items you can collect. Keep your eyes peeled for clovers, crystals, flashlights, hearts for extra health, 1-ups, and bonus-round stars too!

Fish



Picnic Basket



Hot Dog



Strawberries



Honeycomb



Apple



©1994 Sega and Jon Berenstain

THE BERENSTAIN BEARS™

CAMPING ADVENTURE



Poo-ew! Slated Bear whenever a snake lifts its tail.



Two players can have a ball on the Nature Walk.



Phooie at the snake to get to the picnic basket.



Oh-oh! Double trouble! Don't get speckled in the Haunted Forest.

Game Gear

Bear Cubs Go Portable

Take those mischievous bear cubs on a real camping trip with you! *The Berenstain Bears' Camping Adventure* for the Game Gear is packed with four rollicking levels of wild enemies and tempting treats that you can take with you anywhere. So get your paws on this Game Gear fun-fest. After all, a busy bear cub is always on the go.



Mama Bear said don't get lost. Don't you ever listen?



Jump like a frog to kick to find yummy, sticky honeycombs.



Bounce on bear-size mudsprings to reach higher levels.



Look! A mouse! Make that mice!

Calling All Crazy Artists

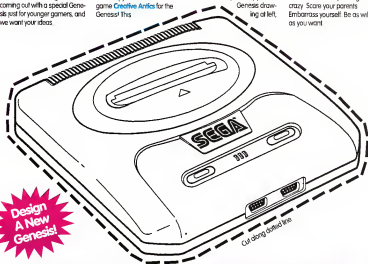
Listen up, artists and fashion plates! Wanna win a fabulous prize? Wanna get published in *Sega Visions*? No problem. Just show us how you'd design your own Genesis. Why? *Sega Visions* hears that Sega will be coming out with a special Genesis just for younger gamers, and we want your ideas.

So what jazzy colors would it be? What would the controller look like? Would the Genesis sit on a word stand? Would it hang from the ceiling? Send us your insane drawings, and you could win a copy of all the hot new game *Creative Antics* for the Genesis! This

Creativity can lets you design your own dynamic worlds with wild locations, animated beasts, and tunes that you mix yourself (see our Sneak Peek on page 110).

Here's the deal. Just cut out or photocopy the Genesis drawing at left,

or create your own masterpiece. Color it, add to it, and make it cool. The wildest, wackiest, mash-way-out designs will be published in the December/January issue of *Sega Visions*. So show us what you've got. Go crazy. Score your parents. Embarrass yourself. Be as wild as you want.



OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or a 3-by-5 card), and mail it stapled to your drawing to *Sega Visions*, Design Your Own Genesis Contest, P.O. Box 3899, Redwood City, CA 94064.

Name _____
 Address _____
 City _____ State _____ Zip _____
 Phone _____ Age _____

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Rules, Glorious Rules

1. No purchase is necessary.
2. To enter, fill out the official entry form, include it with your drawing, and send it to the address on the form.
3. All entries must be postmarked by October 31, 1994. Mechanically reproduced entry forms will be accepted later on when no postbox, but not each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries.
4. The prize for each of the winners will be one copy of *Creative Antics* for the Genesis. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. The three winners will be selected by the editors of *Sega Visions*. The editors' decision is final. Winners will be announced in the December/January issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and represented in sign a publicity release prior to publication of the winning entries in *Sega Visions*.
6. This contest is open to all residents of the US and Puerto Rico except employees of Sega of America, *Sega Visions*, or any of their affiliates and their immediate families.

TAKE CONTROL OF THE ENTERPRISE AND ITS CREW!



BEN BLENNY THINGS IN THE MENTAL IT'S A
AGE BEATING OF THE POWERFUL IFF
BARRIES AND YOU YOUR CREW SOME-
WHERE IN THE SOLAR. CAN YOU LOCATE
IT BEFORE IT'S TOO LATE?



POSSIBLE CONTROLS: THE COVER OF THE
STARSHIP'S SYSTEM AND DILCOTE
RESOURCES IS PENDING!



GENESIS: I AM IN SEVERAL PLACES
OUT BE CAREFUL AND YOU CHANCE TO
TIME INTO YOU!



POSSIBLE CONTROLS: THE COVER OF THE
STARSHIP'S SYSTEM AND DILCOTE
RESOURCES IS PENDING!

Space... The Final Frontier.

Have you always wanted to take charge of the Starship Enterprise? Sega's Genesis makes it happen! Dive headlong into intergalactic adventures at warp speed—and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IFF before this powerful device falls into the wrong hands! Play as any of seven major officers of the Enterprise* and its crew. **STARFLEET IS DEPENDING ON YOU!**

SEGA

GA
RATING

SEGA VISIONARIES

REVEALS SECRETS, TIPS & WHISPER

Don't be left out! You can be a Visionary too — just send in your hottest hints, coolest codes, awesome scores, Seede sightings, and anything else you think is Visionary-worthy. If your stuff gets printed you'll get a FREE not-available-in-any-store Sega Visionaries T-shirt. So get jammin', 'cuz we wanna hear from YOU!

Top Scores

Shining in the Darkness (Genesis)	1,083,900	D. Pickrel, Irvine, CA
Street Fighter II (Genesis)	1,087,608	S. Pomerantz, Brooklyn, NY
Sewer Shark (CD)	The End	M. Landis, Elizabethtown, PA

Guest Artists

This issue our featured guest artist is actually a super-talented father/son team. The younger half of the dynamic duo, eight-year-old J. Santiago, Jr., sent us a cool envelope that he and his dad created together. Now father and son will really look like a team when they wear their matching Sega Visionary T-shirts! Way to go, Santiago family!

Expert Mode In Castlevania Bloodlines



At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. If you do it correctly, you'll hear a bell. Now instead of just easy and normal play to choose from, you can also choose expert. Belmont clan beware!

M. Hoke, White Clay, OR

Master the Mean Bean Machine



These codes take you to any stage you want in Dr. Robotnik's Mean Bean Machine.

Hard

STAGE	CODE
2	Green, Clear Bean, Yellow, Yellow
3	Yellow, Clear Bean, Purple, Clear Bean
4	Blue, Green, Clear Bean, Blue
5	Red, Purple, Green, Green
6	Yellow, Yellow, Clear Bean, Green
7	Purple, Clear Bean, Blue, Blue
8	Clear Bean, Yellow, Has Bean, Yellow
9	Purple, Blue, Blue, Green
10	Clear Bean, Green, Red, Yellow
11	Blue, Yellow, Yellow, Has Bean
12	Green, Clear Bean, Clear Bean, Blue
13	(Robotnik) Has Bean, Clear Bean, Purple, Has Bean

Hardest

STAGE	CODE
2	Blue, Blue, Green, Yellow
3	Green, Yellow, Green, Clear Bean
4	Purple, Purple, Red, Has Bean
5	Green, Red, Purple, Blue
6	Purple, Clear, Green, Yellow
7	Blue, Purple, Green, Has Bean
8	Clear Bean, Purple, Has Bean, Yellow
9	Purple, Green, Has Bean, Clear Bean
10	Green, Blue, Yellow, Has Bean
11	Green, Purple, Has Bean, Red
12	Red, Green, Has Bean, Blue
13	(Robotnik) Red, Red, Clear Bean, Yellow

J. Hill, Cleveland, OH

Intercept Code for NBA Jam Game Gear

On the Game Gear version of *NBA Jam*, I found a code that gives you the power to intercept.

At the Tonight's Matchup screen, press Buttons 1 and 2 repeatedly, and rotate the D-Pad clockwise several times. The words "Power to Intercept" appear.

T. Irisk, Overton, NV

Picture Codes for Microcosm

Here are the codes for the awesome Shooter *Microcosm* for the Sega CD. Since the codes are in pictures rather than letters, I felt I should re-create them on a computer. If you play the game, you'll know what they mean. Enjoy!



F. White,
Manhattan Beach, CA

Secrets of NBA Jam



Here is a list of some special hidden characters and tips that I found in the Sega Genesis version of *NBA Jam*.

When entering the last letter, hold Start and hit Button A.

ARK	Bil Clinton
QB	Kabuki
AIR	Air Dog
MJT	Mark Turmel

When entering the last letter, hold Start and hit Button B.

NET	Al Gore
RJR	Jamie Rivett

When entering the last letter, hold Start and hit Button C.

SAL	Sal DiVita
CAR	Chow Chow

At the Tonight's Matchup screen, hit any button 13 times, then hold Buttons B and C until the court appears. This toggles the Juice Mode, which makes the game very fast.

R. J. Chorio, Lake Charles, LA

SEGA PETS



Everyone who's anyone reads *Sega Visions*! Our editor was obliged to hear that this Shet is particularly fond of the Overboard at Sega Visions.



Mousee Mousee — this is our kind of kitty. We know this feline owner must be playing an intense game of either *Robot* or *Chester Chubb*. Thanks to W. Duffano and K. Pike of *Destiny* for this purrfect picture!

Ever wonder what your loving loyal pet does when you're not home? We do. So send us your favorite Sega Pet picture. Remember, keep it safe, legal, kind, and harmless to your pet. If we pick your photo, your pet wins a brand new Video Entertainment Center from A.I.S. (If you're really lucky, maybe your pet will let you use it to protect your Genesis, Sega CD, and controllers and to organize your library of games.) It's up to you to read the rules carefully, or Fido doesn't stand a chance.



Rules, Rules, Rules

1. No purchase necessary. Contest is void where prohibited.
2. To enter, neatly print your name and address, along with a brief description on the back of your pet's photograph (or provide the same info on a 3-by-5 card), bundle it up with your entry, and zip it off to this address:
Sega Visions, Sega Pets,
P.O. Box 3880, Redwood City, CA 94064
3. All entries must be postmarked by September 30, 1994. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Multitasked or illegible entries will be disqualified.
4. The prizes for each of the winners will be as stated above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. Winners will be selected by the editors at *Sega Visions*. The decision of the editors is final. Winners will be announced in the October/November issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All photographs become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.
6. This contest is open to all residents of the US, Puerto Rico, and Canada except employees of Sega of America and *Sega Visions* and their immediate families.

POWER SHOPPING



Silphheed SEGA CD

The most remarkable space shooter ever! Blast through 11 fast, futuristic, action-filled turbo stages with amazingly detailed polygon-based graphics and CD-quality music and sound. It's a hard-headed action of its kind! 3225 \$24.99

Game Gear

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2442	Desert Speedtrap Starting Road Runner	39.99
2404	Donald Duck Deep Duck Trouble	40.95
2516	Ecco the Dolphin	44.99
2421	Shinobi 2	37.99
2408	Sonic the Hedgehog	44.99
2417	Streets of Rage	24.99
2510	Surf Ninjas	37.99
2317	Chameleon	36.95
2305	Dragon Crystal	19.99
2429	Greening	37.77
2431	Lemmings	32.00
2315	Slider	36.95
2316	Solitaire Pickle	31.95
2325	Poker Face Paul's Poker	25.99

2434	Tam & Jerry	37.99
2430	Chuck Rock	32.00
2301	G-Loc	36.95
2304	Psychic World	31.95
2302	Revenge of the Dragon	25.00
2515	Sonic Chaos	39.99

PERIPHERALS

Genesis

1627	6 Button Arcade Stick	\$ 54.99
1653	6-Button Control Pad	22.99
1659	Activator w/ Thermal Chemoins	119.99
1629	Remote Arcade Pad (extra good)	20.99
1628	Remote Arcade System	41.99
1606	Control Pad Extension Cord	10.99
1650	Genesis Control Pad	17.99
1645	Mega Mouse	39.99
1658	Monitor with 6 in 1 Software	59.99
1607	Genesis Cleaning System	10.85

Genesis Model MK-1601

4134	AC Adaptor NEW!	\$ 10.99
1603	RF Switch Box	10.99
1605	Mono AV Cable	10.99



Sonic CD SEGA CD

More than 50 (yes, 50!) levels of wondrous Sonic adventure! Go head to head with Metal Sonic, Dr. Robotnik's latest evil creation, in a race to save the world from the Blue's twisted plans. 3467 \$24.99



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MPG owners know that the Mega Mouse is the way to go! Add this three-button controller to your Genesis and Sega CD for the ultimate Strategy and Role Played game experience! 1645 \$26.99

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1634	Mono AV Cable NEW!	10.99
1635	Storero AV Cable NEW!	21.99

Game Gear

2103	AC Adaptor	\$ 14.99
6369	Battery Covers Set	2.00
2115	Car Cigarette Lighter Adaptor	21.99
2140	Cleaning Gear	10.99
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2118	Rechargeable Battery Pack Without AC	39.99
2141	Super Video Gear	21.99
2125	Holder Case	14.99



Poker Face Paul's Poker GAME GEAR

Put the rest of a major card hand while learning the tactics of five-card stud or video poker. Cut the deck with three other computer players. A hold feature gives you tips and odds and even lets you know when to bluff! 2325 \$24.99



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X-MEN™



Cyclops and Storm grow stronger by absorbing your mutant powers. Think strategy and maneuver your way into his own trap!



These Morlocks require a quick, first attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics® X-Men™ for Sega™ Game Gear™!



WELCO
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TLEVEL



This is it...
succeed and lay some hope for
humanity. Fail, and see humanity
destroyed!

SEGA
GAME GEAR

Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's vicious Wolverine's razor-sharp adamantium claws and Cyclops' roaring optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is instant mayhem to the national Clet the X-Men on Game Gear NOW!

FREE! 6 Premium
X-Men Floor Ultra Trading Cards.
Available ONLY with Marvel Comics' X-Men
for Game Gear while supplies last.
You gotta have em!





TAZ IN ESCAPE FROM MARS



Busting loose this August on SEGA Genesis and this October on Game Gear!

